16 PAGES OF THE BEST PS ONE AND PS2 TRICKS | SSX • WWF SmackDown! 2
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MARCH 2001
ISSUE 42

OFFICIAL U.S. PlayStation MAGAZINE

EA SPORTS BIG EXCLUSIVE

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SSX:DVD

Sled Storm 2 • NBA Street

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Official U.S. PlayStation Magazine Issue 42 (March 2001)

FOR PS2

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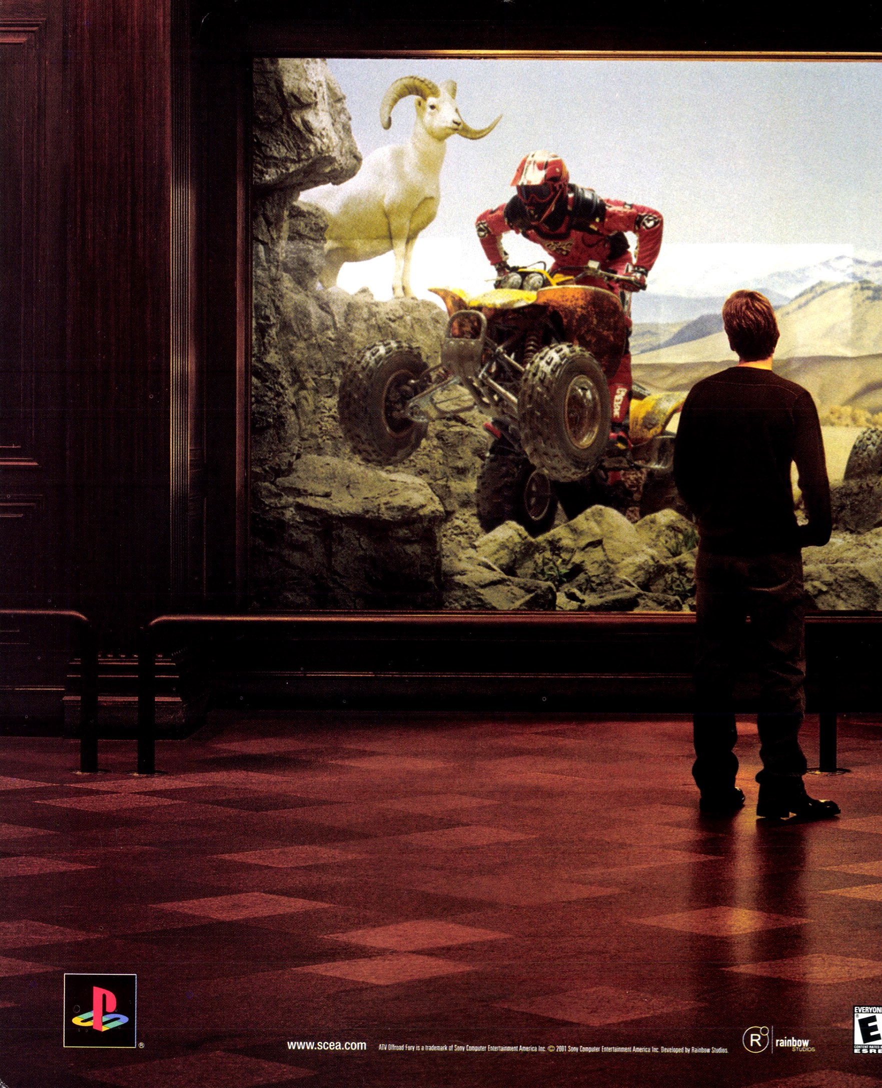
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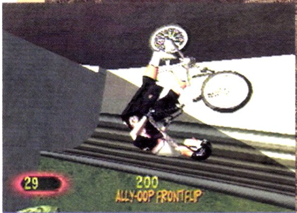
T.J. Lavin's helpful hints on backyard landscaping.

1. Kill all living plants and lawn
2. Truck in dirt
3. Build huge jumps
4. Watch for signs of stray flowers
5. Kill stray flowers
6. Truck in more dirt
7. Build bigger jumps



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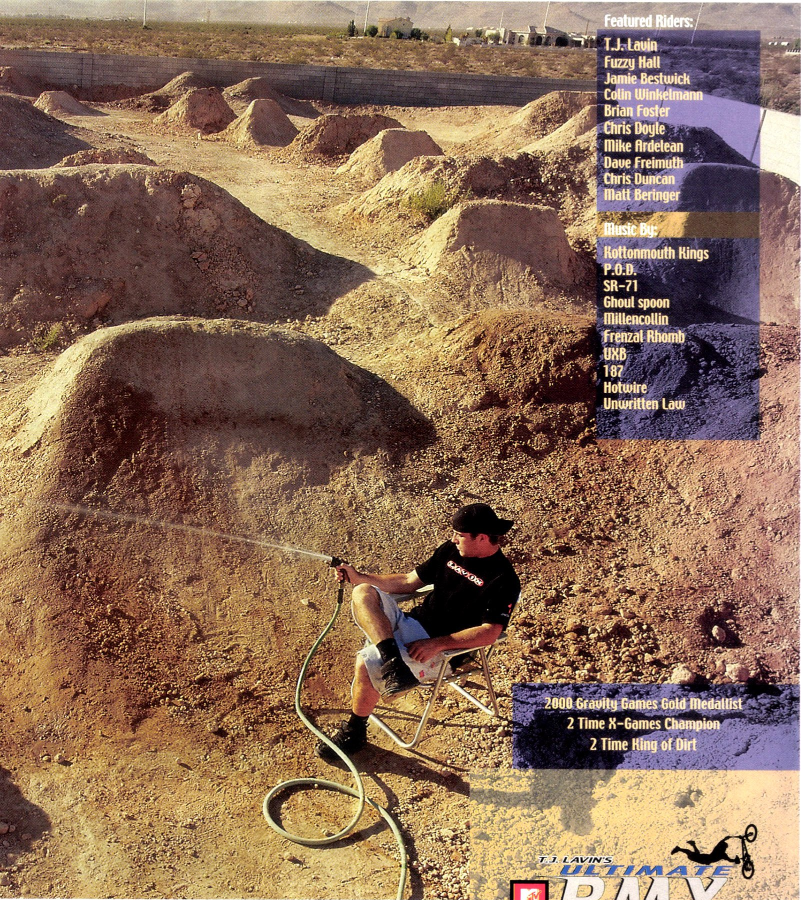

Featured Riders:

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TEEN

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Animated Violence

Comic Mischief

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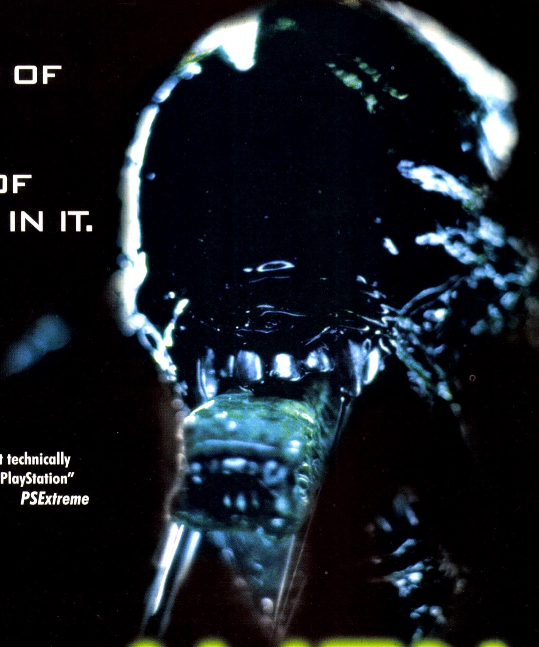

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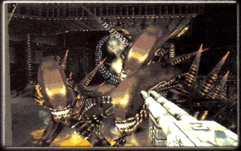

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PENNY ARCADE

The finest cartoonists the games industry has ever seen have a home here in the *Official U.S. PlayStation Magazine* each month. Check out the regular updates on their Web site: www.penny-arcade.com

MICHIKO STEHRENBERGER

Michiko's illustrations have appeared on the box-art of the Psygnosis game Psybadek, in *Yahoo! Internet Life*, Salon.com and even in the Britney Spears concert tour book. www.michiko.com

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COVER STORIES THIS MONTH

16 PAGES OF THE BEST PS ONE AND PS2 TRICKS
SSX • WWF SmackDown! 2 Driver 2 • FFIX • Tony Hawk 2
ZIFF DAVIS MEDIA
MARCH 2001 ISSUE 42
OFFICIAL U.S. PlayStation MAGAZINE
FINAL FANTASY X
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HANDS-ON PREVIEW
HALF-LIFE FOR PS2
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YOUR CHANCE TO WIN!
A HONDA CBR600F4i MOTORCYCLE
TRIPLE EA BIG EXCLUSIVE:
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SSX: DVD
Sled Storm 2 • NBA Street
EXCLUSIVE DEMO DISC
Soul Reaver 2 • Fear Effect 2: Retro Helix
ATV Offroad Fury • Crash Team Racing
Grind Session • Hot Shots Golf 2

WHAT'S THE BIG IDEA? • 84

SSX was one of the most surprising games at the launch of the PS2. See what the developers have planned for a follow-up. And while you're at it, why not check out Sled Storm 2 and NBA Street, also from EA Sports Big—and also exclusive!

WORLD PREMIERE: FINAL FANTASY X • 28

Moments before going to press, we managed to get our eager hands on screens, info and other news on this red-hot sequel. Find out about the story and characters—and what's the deal with online support?

GRAN TURISMO 3 A-SPEC: HANDS-ON PREVIEW • 54

We finally got a chance to play this game, and wow, what a rush! It's one of the most amazing racing games we've ever had the fortune of partaking in. Learn all about it in Previews.

HALF-LIFE EXCLUSIVE! • 38

There was a reason Half-Life was hailed as the greatest game for the PC the year it came out. Now, it's coming our way. We've got the first PS2 shots you'll see anywhere, plus details on the new multiplayer missions!

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PlayStation 2

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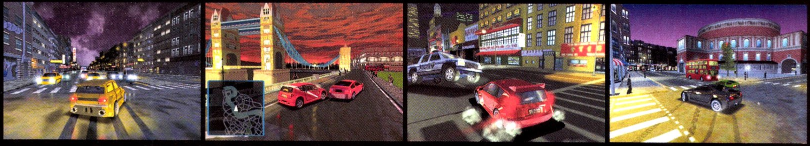
STREET RACING

You know the rules, there are no rules.

"AN AMAZING SENSE OF REALITY....ONE OF SEVERAL MUST-HAVES FOR PS2 LAUNCH"
- GAMER'S REPUBLIC, SEPT 2000

"AN EXHILARATING EXPERIENCE, ONE THAT YOU'D EXPECT TO GET FROM THE LATEST HOLLYWOOD BIG BUDGET CHASE SCENE, RATHER THAN A CONSOLE RACING GAME"
- NEXT GENERATION, JUNE 2000

CUTTING EDGE SOUNDTRACK FROM SOME OF THE WORLD'S LEADING TECHNO/DRUM AND BASS ARTISTS - DOM AND ROLAND, DERRICK MAY AND SURGEON



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TEEN
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Animated Violence

counterbalance

Angel STUDIOS

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Replay Values
As the popularity of purchasing used games grows, so do your buying options
WHY BUY USED?
WHY NOT BUY USED?

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Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

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FINAL FANTASY X. Yeah, we figured that would get your attention. We've also got exclusive info on Half-Life 2 for PS2, a useful how-to guide for buying used games, a rundown of some of the hottest game soundtracks, and your chance to win a brand-new Honda crotch rocket! (That's a motorcycle, smart guy.) All this, plus the usual assortment of goodies.

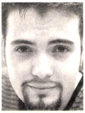
Top Secrets • 102
Having problems winning a title in SmackDown! 2? Or can't get out of Chicago in Driver 2? We're here with all the answers.

page 45

Illustration by Pixel Pushers

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.



John Davison
Editor in Chief

There's an amazing lineup of games

in this issue. Considering we're going through the "post-Christmas slump" when everything disappears for a while (just check out our reviews section, down to a feeble 13 games), it's warming to see that the rest of the year is going to treat us to some incredible games. We're lucky to be able to bring you a lot of exciting coverage this month: a world-exclusive look at the three EA Sports Big titles that we've featured on our cover (which includes a new edition of SSX), an exclusive look at Half-Life on PS2, first screens of Final Fantasy X, AND a hands-on look at the pant-wetting Gran Turismo 3 A-spec. If you thought this looked good when we featured it on the cover a couple of months ago, wait until you see the screens we have for you now. Go and take a look...go on...this part of the magazine is never particularly interesting anyway, so you're not going to be missing much. Skim forward to page 54 and try not to dribble on the magazine. There are three pages of screens there, so try not to stick them together with slobber. When you're done there, take your pick from the rest of the PS2 section, as there is some truly incredible-looking stuff on the horizon. 2001 will be a good year indeed.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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DEMO DISC THIS MONTH

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PLAYABLES:
Hot Shots Golf 2 (E)
Disney's Tarzan (E)
Grind Session (E)
CTR Crash Team Racing (E)
NON-PLAYABLE:
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Legacy of Kain: Soul Reaver 2 (RP)
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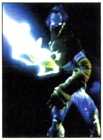

SOUL REAVER 2
RATING PENDING
The first Soul Reaver was an instant classic. Now the patient wait while development on the sequel is coming to a close. Check out this video preview to see why it will be worth the wait!

ATV OFFROAD FURY **EVERYONE**
The *OPM* staff hasn't been this excited about a game since SSX. Sure, that wasn't long ago, but it's still nice to see us all cuddled in the same cube, hooked up to the Multitap, screaming and yelling at each other. It's like Christmas in March!

FEAR EFFECT 2: RETRO HELIX **MATURE**
This game has all the sass of the first Fear Effect, plus it's packed with saucy innuendo. We won't go into detail, but check out the video preview, then shoot over to our award-winning Previews section to see what all the fuss is about. Go on, now. Go! It's worth it.

CTR: CRASH TEAM RACING **EVERYONE**
Everyone loves a game of cart. And everyone loves Crash. Everyone loves blue skies and Krispy Kreme donuts. If you find someone who doesn't love these things, look at him as if he's committed a crime. Then ask him who he thinks he is!

HOT SHOTS GOLF 2 **EVERYONE**
If you've ever wanted to hit the course, but don't have more than 85 cents on your dresser, this is a fun alternative. It's golf with attitude. Though after consecutive quadruple bogies there aren't many golfers you'll find who don't have a lot more attitude. All of it bad.

DISNEY'S TARZAN **TEEN**
This is Disney in the jungle. Tarzan does all kinds of climbing and vine-sliding and other types of things that uncivilized men with long hair do in an average day. Actually, check that—Tarzan doesn't shoot pool.

GRIND SESSION **EVERYONE**
It's no Tony Hawk's Pro Skater, but it doesn't have to be. This is a solid skating game and once you've mastered THPS 1 & 2, this is the perfect medicine to heal your skateboarding disease.

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Armored Core 2	Agetec	●●●	39
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Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Gradius III and IV	Konami	●●◖	39
Gungriffon Blaze	Working Designs	●●●◖	39
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Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●◖	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Land, Sea, Air	3DO	●◖	39
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	Southpeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Interactive	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Interactive	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colin McRae Rally 2	Codemasters	●●●●●	40
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon World	Bandai	●◖	36
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◖	29
The Dukes of Hazzard II: Daisy Dukes it Out	Southpeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS Game Night	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Interactive	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Interactive	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Interactive	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Interactive	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Interactive	●●●●	17
Jeopardy! 2	Hasbro Interactive	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Rock Raiders	Lego Media	●	37
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41

Game	Publisher	Score	Issue
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Interactive	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Interactive	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Interactive	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Interactive	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Interactive	●●●	41
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scrabble	Hasbro Interactive	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Interactive	●●●	41
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Interactive	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom and Jerry in House Trap	Eidos	●●◖	41
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Transformers: Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Interactive	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Interactive	●●●●	17
Wheel of Fortune 2	Hasbro Interactive	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adv.	Mattel Interactive	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
Worms Armageddon	Hasbro Interactive	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

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WWF SmackDown! 2 102-109
X Squad 115

Top Secret Agents
Henry LaPierre, Terry Minnich,
Jim Mazurek, Cedric Stines

*Send us a friggin' e-mail with a trick inside, or we'll never put your name in our magazine! Ahem, yes, well, title it Tricks Forum and send it to **OPM@ziffdavis.com**. Thanks.*

SSX

UNLOCK EVERYTHING

This is the cheat to end all cheats. They're all enabled from the options menu by first selecting and holding all four shoulder buttons (L1, L2, R1, R2). There won't be a cheat screen and they're not saved to the memory card. Each cheat can be toggled on/off by pressing the button in the sequence presented.

Unlock Everything (boards, tricks, etc.)**:** Down, Left, Up, Right, X, O, Triangle, Square

Running Man (no snowboard, player runs on track)**:** Square, Triangle, Circle, X, Square, Triangle, Circle, X

Max All Attributes/All Characters: X, X, X, X, X, X, X, Square

Hint Cycle: (all hints are shown, one at a time, before the game starts): O, X, O, X, O, X, O, X

Max player Attributes and Force Snowboard Texture: O, O, O, O, O, X, Triangle, Square

WWF SMACKDOWN! 2 KNOW YOUR ROLE

Form a Stable

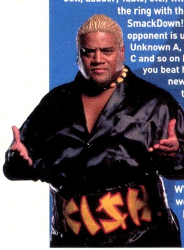
In Options mode, you can update the WWF's cliques to best reflect such changes as Eddie Guerrero and Chyna's breakup, Val Venis' hooking up with the Right to Censor, the breakup of the New Age Outlaws and the Radicalz reunion.

It's Decision Time

Sometimes your superstar will be asked to ink a deal with the devil—usually in the form of Shawn Michaels, Mick Foley or one of the McMahon boys. It's up to you to decide whether or not to interfere in their match. You won't get to interfere until two minutes have elapsed, but when you do, be sure to trade off with your partner so they can build up their SmackDown! Meter and you can then back off. Sometimes, you'll also get the opportunity to ask others to either interfere in your match or attack an opponent backstage. One caveat: It depends on whom you're asking. If you're Triple H, you'll have an easier time convincing X-Pac to do your dirty work than, say, the Acolytes.

Unknowns

As you progress through your career, your opponents will sometimes suffer knee injuries at the hands of a mysterious assailant. This is usually foreshadowed by your superstar being passed in the hallway by a never-before-seen wrestler, then asking, "Who was that?" Well, that is your next opponent, and Vince McMahon is usually kind enough to put you into a special match (Hell in a Cell, Ladder, Table, etc.) with him/her. Entering the ring with the generic SmackDown! intro, your mystery opponent is usually called Unknown A, Unknown B, Unknown C and so on (you get the picture). If you beat him/her, you unlock new move sets and features to add to your Create a Wrestler repertoire. These new move sets are best identifiable by wrestlers who aren't in the WWF anymore, but we won't name names (except Andre the Giant).



MATCH TACTICS

Singles: If you're in a particularly intense match where each of you has already done a special and the next one could be lights out for the other, go out of the ring and throw some taunts your opponent's way to build up your SmackDown! Meter. Just don't get counted out. And you can't go wrong with running attack after running attack. Also, learn to time your reversals. This is especially useful on the punches because wrestlers tend to "telegraph" their moves, so every time they throw one, you can put a hand up and another one in their face. And when down, use the rollaway early and often.

Table: Here, you want to send your opponent through an inch of particle board. Or in the words of the Dudleys, who introduced this type of match to the WWF (bringing it over from their ECW days), "Get wood." To get your opponent onto the table, Irish Whip him/her toward it (be sure you're standing with your back to the table and that you only press Circle once.) Once he/she is on the table, get to a turnbuckle and climb. Do any move off the top rope and watch the table, and your victim, break in half.

Hell in a Cell: This is the kind of match that makes or breaks careers (just ask Mick Foley, Shawn Michaels or the Undertaker). Think cage match with a roof—a roof that you can send your opponent through if you so desire. To get up to the roof, you need to climb the sides. Once on top, throw your weight around and your victim will fall to his or her demise.

Casket: To win this one, Irish Whip your opponent into the casket, then start pound him/her with your X button while he/she's halfway up, until he/she falls back in for good. The lid will automatically appear and cover up your opponent once he/she can't get up anymore. Then you've won.

Ladder: To climb the ladder when your opponent is sufficiently KOd, hit direction + X, then Circle to get on top (don't dilly-dally too long or you'll fall off), then Square to grab the brass ring, er, belt.

Fatal 4 Way: Spend a lot of time on the turnbuckle taunting to build up your SmackDown! Meter. Just be careful someone doesn't come and push you over. Go after everybody at first, then when one of the others starts to break away SmackDown! Meter-wise, go after him/her; this way, he/she can't build up his/her meter any more while you can. Sometimes, let your nemesis put moves on other people because it's easy to grab him/her from behind when he/she has completed, say, a suplex—do damage when he/she is getting up. Concentrate all of the finishing moves you accrue on that one person because it will sometimes take more than one to beat him/her.

Handicap: If you're the one on the receiving end, just try to keep one of your opponents on the ground as much as possible with running attacks so you can concentrate on putting your power moves on the other. Get out of the ring once in a while to taunt so you can surge up that SmackDown! Meter.

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Dynasty Warriors 2

All Hidden Characters Revealed: Enter code at title screen. Square, R1, Square, R2, Square, R2, Square, R1. Nineteen hidden characters unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This also gives you the ability to choose

Al Snow

Special: Snow Plow (face stunned opponent).
Setup: Trapping Headbutts (face stunned opponent, Left +Circle).

Now that the controversy over his action figure has subsided and his partnership with Steve Blackman has fizzled, the three-time Hardcore champ is back to his old psychologically disturbed tricks, once again making his way to the ring with Head.

Albert

Special: Spinning Rack Pancake (face stunned opponent).
Setup: Two Handed Choke Bomb (face stunned opponent, Down + Circle).

One of the hairiest wrestlers of all time (few can beat George "The Animal" Steele) has teamed up with Test to form the potent tag team, T&A. Unfortunately, the tag team ranks have become saturated, so don't be surprised to see these two wrestling as singles.

Big Boss Man

Special: Sidewalk Slam and immediate pin (face stunned opponent).
Setup: Rib Breaker (face stunned opponent, Left + Circle).

Truly one of the baddest dudes during the Hulk Hogan era, the Boss Man has pretty much disappeared after his major storyline involving the Big Show. Wonder why Steven Richards invited Bull Buchanan into RTC and not the Boss Man. Boss Man needs love too.

Bradshaw

Special: Clothesline from Hell (face stunned opponent).
Setup: Swinging Neckbreaker (face stunned opponent, Up + Circle).

One of several tough Texans in the WWF, Bradshaw's pounding of faces is rivaled only by his pounding of brews. Too bad he didn't use his recent hiatus to work on his midsection. Then again, you can't see his gut when you've just been thrown through a wall.

Buh Buh Ray Dudley

Special: Buh Buh Cutter (face stunned opponent).
Setup: Falling Powerbomb Pin (face stunned opponent, Down + Circle).

Buh Buh Ray Dudley may have lost his stutter, but he hasn't given up his love of mayhem. This guy is just obsessed with putting man, woman and child through tables. Rumor has it that WWF fans will soon get to meet the Dudley Boyz' parents and brother.

Bull Buchanan

Special: Scissors Kick (face stunned opponent).
Setup: Jackknife Powerbomb (face stunned opponent, Left + X).

As part of the Right to Censor posse, this former partner of the Big Boss Man is currently teamed up with the Goodfather. This is a man who just loves violence—and using it as a means to get the RTC's message across. He has a face made for radio.

Chris Benoit

Special: Crippler Crossface (get behind stunned opponent).
Setup: Benoit Diving Headbutt (when opponent's down, climb the turnbuckle, Up + X).

Billing himself as "the greatest technical wrestler in the WWF," Benoit has proven himself to be one of the company's top heels and one of the ring's most skilled practitioners. He just won the Intercontinental belt for the third time.

Chris Jericho

Special: Walls of Jericho (move to opponent's lower body when he or she is down).
Setup: Lionsault (jump off rope, X).

Another find from the Great White North, Jericho floated between the Intercontinental/European ranks and tussling with the big boys. Who knows what the future has in store for Jericho—or is he Moongoose McQueen, lead singer of heavy-metal band, Fozzy?

Christian

Special: Impaler (grab stunned opponent from behind).
Setup: Diving Reverse DDT (grab opponent from behind, Left + Circle).

Christian (one of the WWF's more underrated wrestlers), along with brother Edge, has been brilliantly repackaged as a dense surfer-dude type. Don't get on his bad side—he might just call you his favorite new insult: reekazoid.

your side in Free Mode.

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Gradius III and IV

Full Power-Up in Gradius IV: In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press Start to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter 2GSH and then press the OK button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

(cont. on page 104)

PS2 SPORTS

BALLS, PUCKS & PIGSKIN

NHL 2001

Building Super Mario from scratch

Sure we told you about this last month, but we're telling you again! If you don't know that Mario Lemieux is back at center ice (and center stage) for the Pittsburgh Penguins, then turn on ESPN for 10 minutes! This guy came back with a vengeance, and there's more where that came from. Create him. He's the best player in the league now (sorry Pronger). Here are his stats:

Born: 10/5/1965
Nationality: Canadian
Position: Center
Experience: Superstar
Jersey #: 66
Height: 6'4"
Weight: 225 lbs.
Type: Playmaker or Sniper
Shoots: Right
Shot Preference: Wrist Shot
Shooting Bias: 5
Carry Bias: 15
Injury Prone: 75
Visor: Yes
Fighting: Never Fights
Stats to pump up to 90+: Agility, Passing, Balance, Shot Accuracy, Deking, Offensive Awareness

Madden 2001

Celebrating in style

After bouncing 40 yards to paydirt, there's nothing like a fanciful celebration to rile the fans (or impress the ladies and gentlemen in the room). Press these button combinations immediately after crossing the goal line.

Hip Thrust: Hold L1 + Square
Jump Spike: Hold L1 + Circle
Say A Prayer: Hold L1 + Triangle
Spike The Football: Hold L1 + X
Shoulder Shake: Hold L1 + R1
Slam Dunk: Hold L1 + R2

FIFA 2001 Major League Soccer

EA's very own All-Star Team

If you have any desire to play as the EA All-Star Team, all you need to do is head to the Team Select screen and highlight Arsenal. After that, press and hold Circle and then press Start.

SMACKDOWN! 2 KNOW YOUR ROLE

Chyna

Special: Rear Naked Choke Drop (grab opponent from behind).
Setup: Low Blow (grab opponent from behind, Left + Circle).

What can you say about the only female Intercontinental champ in WWF history? She's done it all in the last year, including posing for *Playboy*, enduring a grilling about her gender from Howard Stern, and ending her engagement to Eddie Guerrero.

Crash

Special: DDT (face stunned opponent).
Setup: Rolling Boston Crab (running counter, D-pad in direction of opponent + Circle).

The 10-time Hardcore champ revolutionized the title by putting it up for grabs 24 hours a day, seven days a week—which is now done on a permanent basis. After a futile attempt to head up the APA, he's found new life with his newly introduced cousin, Molly.

Dean Malenko

Special: Flip and Texas Cloverleaf combo (face stunned opponent).
Setup: Triangle Hold (when opponent's on the ground, grab his or her upper body, Right + Circle).

Packaging this guy as a ladies' man is kind of silly, but Malenko is truly a technical master. What he lacks in stature, he more than makes up for with his repertoire. He's currently in his second stint as Light Heavyweight champ. And will he ever hook up with Lita?

D'Lo Brown

Special: 'Lo Down Splash and pin (climb the turnbuckle when opponent is down).
Setup: Sky High (grab stunned opponent, Up + Circle).

Currently paired up with Chaz as Lo Down and managed by Tiger Ali Singh, D'Lo continues his tradition of floating around aimlessly, never really getting that big push. He has one of the largest heads in this game, and we're not talking ego.

D-Von Dudley

Special: Strong Reverse DDT (get behind dazed opponent).
Setup: Diving Headbutt (climb the turnbuckle when opponent's down, X).

As Buh Buh Ray's half-brother, D-Von's more than happy to help his bro "get wood." He's always representin' Dudleyville, and is always more than willing to answer Buh Buh Ray's polite requests to "get the table!" You just gotta love family togetherness.

(cont. from page 103)

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Madden NFL 2000

Enter one of the following codes at the

Eddie Guerrero

Special: Frog Splash and pin (climb the turnbuckle when opponent is laid out on the canvas).
Setup: Brainbuster DDT (grab stunned opponent, Right + Circle).

Having split from his "Mamacita," it's time for Latino Heat to kick some major tail with his Radicalz homies. He was smart enough to leave the WCW and to get his GED, let's hope he's smart enough to really let out that inner heel just itching to get out.

Edge

Special: Downward Spiral (face stunned opponent).
Setup: Electric Chair Drop (grab opponent from behind, Up + Circle).

He's handsome. He's talented. He's Canadian. What more could a woman with flash photography want? Teamed up with his brother Christian, Edge is so totally going to stay at the top of the ranks—especially if he sticks with current mentor, Kurt Angle.

Essa Rios

Special: Flying Moonsault and pin (opponent down, climb turnbuckle).
Setup: Mahistrol Cradle Pin (grab opponent's upper body when he or she is down, Right + Circle).

After he made an impressive debut with Lita only to have her ditch him for the Hardy Boyz, Essa has pretty much been relegated to the WWF graveyard. But on this game, the high-flying, talented native of Mexico can get the screen time he deserves.

Farooq

Special: Dominator (face stunned opponent).
Setup: Bearhug Front Slam (grab stunned opponent, Left + Circle).

Lately, Farooq seems more interested in chomping a good cigar than stomping a mudhole, but now that he and Bradshaw have returned from injury, he may have regained some focus. Look for the APA to once again be one of the most feared teams in the WWF.

Funaki

Special: Hurracanrana (face stunned opponent).
Setup: Falling Neckbreaker (grab stunned opponent, Right + Circle).

He doesn't know much English, but Funaki understands the international language of hardcore. You can pretty much only find him, along with Taka on "Sunday Night Heat"/"Metal" duty, but he's there nonetheless, putting his body on the line every night.

Gangrel

Special: Inverted DDT (face stunned opponent).
Setup: Gangrel Suplex (front grapple, left + Circle).

The only superstar with one of those puffy pirate shirts, Gangrel is still plugging away on the WWF's syndicated TV shows (even despite his wife's dismissal from the WWF). Unfortunately, his character is based on that vampire goth thing that was so 1994.

The Goodfather

Special: Pimp Drop (Face stunned opponent).
Setup: Ho Train Attack (running attack, D-pad in the direction of opponent + X).

A moment of silence for the Ho Train. OK, back to business. The former king of pimps has traded in his Day-Glo suits, his cane and his ladies for the austere uniform and chaste lifestyle of the Right to Censor. The girls for Bull Buchanan? Makes you wonder.

Grand Master Sexay

Special: Hip-Hop Drop (climb turnbuckle when opponent's down).
Setup: Sexay Face Buster (grab opponent from behind, Left + Circle).

This real-life son of Jerry "The King" Lawler isn't just a flash-in-the-pan—he's one of the most talented light heavyweights out there. It's too bad his catch- phrase, "If you don't know me, you ain't my homey," never really caught on.

Hardcore Holly

Special: Falcon Arrow (face stunned opponent).
Also Try: Double Knee Drop (ground attack, Up or Down + X).

Armed with a nasty dropkick, a bad attitude, a gift for gab and a penchant for smashing glass objects on people's faces, Bob Holly is a hardcore legend. He's headed for a big push now that he's been coming to the aid of smaller cousins, Crash and Molly.

Ivory

Special: Test Neckbreaker (face stunned opponent).
Setup: Fireman Carry (grab stunned opponent, Left + Circle).

The lone female representative of Right to Censor and current Women's champ, Ivory has gone from cheesecake to launching a personal crusade against any expression of female sexuality. Maybe she'd chill out if her hair wasn't pulled back so tight...

code entry screen to activate the corresponding cheat function.

20-Yard First Downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Medal of Honor Underground

From the main menu, go into the options and access "Password," then enter any of the following codes.

Cartoon Sketch Pictures: MOHDESSINS
Dreamworks Pictures: DWIECRANS
Team Pictures: MOHUEQUIPE

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Midnight Club

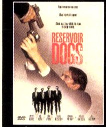
Unlock Smuggler's Run Buggy: If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's

(cont. on page 106)

DVD EASTER EGGS

There's Something About Mary DVD

To find the DVD credits hop over to the Scene Selection and press to the right. You'll be able to highlight the dress wrapping the magnificent Cameron Diaz. Hit enter and she'll retain her clothing, but you'll be able to see the credits.



Reservoir Dogs DVD

Heard about the hidden Tarantino interview? We have, and although his career has gone way south, you can't ignore the legend of this flick. Here are five steps so you can check out the hidden interview.

1. Go to Special Features.
2. Hit left so that the option is over the policeman's ear (tied to the chair).
3. A bloody ear appears; hit enter while on it. Yikes!
4. A menu will appear saying that you've found "Hidden Features."
5. Access the interview with Tarantino.

Gladiator DVD

Sweet flick that will unjustly be nominated for an Oscar. Until then, check out the Rhino Fight Script and Footage by using these steps:

1. Slap in the Bonus Features disc.
2. Go to "Original Storyboards."
3. Click on "more" in the "Original Storyboards" section.
4. Click on "Rhino Fight" under "Deleted Sequences"
5. Click on the rhino in the middle frame of the first storyboard. Voilá!

The Skulls DVD

Want to check out some hidden trailers? Of course you do.

1. Head to the Bonus Section.
2. Flip to the second page of the Bonus Section. Hit enter while on the cast and crew or the directors section.
3. Go to the bottom right name: Rob Cohen, then click. You can read a summary about him, and you'll be able to watch the Daylight, Dragonheart and Bruce Lee trailers. These are pretty sweet.

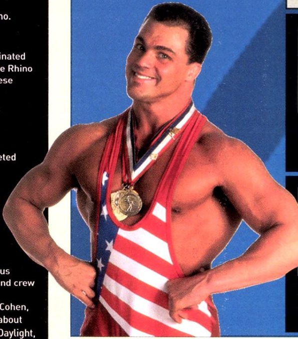
The Mummy DVD

The sequel is on its way, but until then check out these two trailers hidden on *The Mummy* DVD. How to get them, you ask? Read on.

Scoot over to the Bio section where you'll be able to locate a trailer of *Gods And Monsters* within Brendan Fraser's info. And then check out the guy who played the mummy and in his bio there's a trailer for *Darkman 2*.

SMACKDOWN 2

KNOW YOUR ROLE



Jacqueline

Special: Jumping Tornado DDT (face stunned opponent).
Setup: Missile Dropkick (jump off the turnbuckle with opponent standing).

As part of the D'Lo Brown-Big Boss Man-Gangrel ranks of the uninteresting, Jacqueline is one of the few female wrestlers who can go toe-to-toe with some of the men. With the Women's division's future push, you'll see more of her.

Jeff Hardy

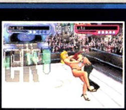
Special: Swanton Bomb (jump off the top rope).
Setup: Twist of Fate (grab stunned opponent, Right + Circle).

This superstar recently vowed to cut back on his kamikaze ways in order to give his body a break and to ensure a longer career—and give him more time to peel off his shirt in the middle of a match. Luckily, you can still make Jeff wrestle with reckless abandon here.

Kane

Special: Chokeslam (face stunned opponent).
Setup: Lifting Choke Hold (front grapple, Down + Circle).

The Big Red Machine is still embroiled in a war with, and keeps getting beaten by, the much smaller Chris Jericho. One good thing for him is that at least he hasn't been saddled by the likes of Paul Bearer recently. But just one question, Kane: Why so angry?



The Kat

Special: DDT (face stunned opponent).
Setup: Facecrusher (grab opponent from behind, Right + Circle).

She is the real-life love of Jerry "The King" Lawler, which begs the question: If you were Grand Master Sexay—aka Brian Lawler—wouldn't you just love getting a new mommy? Actually, she's sort of like Debra—she seems to have something going on upstairs.

Kurt Angle

Special: Olympic Slam (face stunned opponent).
Setup: Belly to Belly Suplex (grab stunned opponent, Left + Circle).

It's true, it's true. Angle is this year's Cinderella story. Very few wrestlers have come as far as he has in such a short time. In one year he has won King of the Ring and several titles, including the World—and he has gotten under just about everybody's skin.

(cont. from page 105)

Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through the cars and you will see the Baja Buggy as a selectable vehicle!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now enter these passcodes to unlock various new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN
Acquire All Blue Chips: MOTIVATE
Make High Attribute Walk-On Players: FRANKENSTEIN
Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team

Lita

Special: Flying Moonsault (climb the turnbuckle when opponent's down).
Setup: Hurracanrana (grab stunned opponent, Up + Circle).

A woman who is an angel sent down from wrestling heaven, somehow becomes more talented and more beautiful with each TV appearance. But she is deadly, too. She's obviously learned a lot in her short time in the biz.

Matt Hardy

Special: Twist of Fate (face stunned opponent).
Setup: Hardy Boyz Leg Drop (off turnbuckle, opponent down, Up + X).

The not-as-talented-as-his-brother half of the Hardys, Matt's known for spewing all kinds of smack. Thankfully, he can mostly back it up. A little advice: If you wash your hair and get rid of those woman-at-the-opera arm things, maybe Lita will dig you.

Rikishi

Special: Rikishi Driver (face stunned opponent).
Setup: Stinkface (opponent standing in corner facing you, Left or Right + Circle).

No longer the third dancing doofus in Too Cool's Dance Party USA, Rikishi has found new life as one of the top heels. He's also been writing checks his giant posterior can't cash against The Rock and Stone Cold Steve Austin. Hopefully, he'll stop doing the Stinkface.

The Rock
03:44
Eddie Guerrero

The Rock

Special: People's Elbow (stand over stunned opponent).
Setup: The Rock Bottom (grab stunned opponent, Left + Circle).

There's not much that hasn't been said about The Rock. He's one of the few stars who have managed to cross over into mainstream entertainment. His highlights for The Year of the Rock include a guest shot on *Saturday Night Live* and a bestselling book.

Mark Henry

Special: Big Splash and pin (stand over downed enemy).
Setup: Pendulum Backbreaker (grab stunned opponent, Right + Circle).

Although Mark "Sexual Chocolate" Henry disappeared after his multiple gag-inducing storyline with Mae Young (who, thankfully, is not in this game or on TV anymore), he's now tearing things up in Ohio Valley Wrestling and will hopefully come back soon.

Perry Saturn

Special: Rings of Saturn (stand over downed opponent).
Setup: Tiger Suplex Pin (grab opponent from behind, Down + Circle).

The Tattooed One returns to the newly reformed Radicalz. Unfortunately, while this may mean a few bumps and bruises for other superstars, it doesn't help him in his contest with Blackman to not be the dullest WWFer.

Road Dogg

Special: Pumphandle Drop (get behind stunned opponent).
Setup: Jackknife Powerbomb (grab stunned opponent, Down + Circle).

When the New Age Outlaws broke up, it looked like one of the least interesting characters was destined for jobber status. But now that Road Dogg has been repackaged with a new theme song and a new partner, K-Kwik, things might be different.

Scotty Too Hotty

Special: The Worm (Stand over floored opponent).
Setup: Scotty Facecrusher (grab opponent from behind, Left + Circle).

One half of the Too Cool posse, Scotty has emerged as a fan favorite. The glee with which WWF crowds chant, "W-O-R-M, whoosh, whoosh, whoosh," during his finishing move is truly something to behold.

rankings.)
Slower Players: CEMENTFEET
All Stadiums Unlocked: OPENSESAME
View CPU Plays: MINDREADER
Faster Players: SCRAMBLE
Faster Daytime Effects: DAYNIGHT
Maximum Attribute Points: BALLER
Maximum Recruiting Points: HEADCOACH
Receivers Always Catch: HANDSOFGLUE
Defense Always Intercepts: OSKIE
Wind at Maximum: SAFETY
Change the Date: Y2K
Juggernaut Team: BULLDOZER

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU
Speedy Players: ROCKET MAN
Max Injuries: HAM INJURY
Slower Movement: STROBE LIGHT
Balanced Abilities: ALL EVEN
Basketball Star Names: BASKETBALL
Flat Football Players: TWO D
Big Football: BIG PIG
Huge Players: GIANTS
Tiny, Quick Players: POP WARNER
Fast Movement: BOOSTER
Programmer Names: RED ZONE
Bobo Teams: ALL BOBO
European League Names: EURO LEAGUE
United States Presidents: OVAL OFFICE
Increased Endurance: ENDURANCE
Bigger Hits: CRUNCH
Better Defense: LINE BUSTER
Skilled Running Back: SUPER FOOT
Easier Catches: STICKEM
Better Passes: SHOOTERS
Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first

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DAVE MIRRA FREESTYLE BMX

UNLOCK, LIPSKID, UNLOCK

There's enough to do in Dave Mirra without worrying about what to unlock and when. But here's the good stuff anyway, for all you bike peddlers.

OK, the important guys in the game are great and all, but beating the game with them (Mirra or Nyquist or Slim Jim, who we'll explain shortly) won't unlock any of the really fun stuff. So, play with the other guys. Rub elbows with the lesser-knowns. Once you earn a hidden feature you can view what you've done in the Cheat Menu within the Options menu. We'll quit yappin'. Here is a list of riders and what you'll unlock.

Troy McMurray: Exorcist Mode
Mike Laird: First-Person View
Chad Kagy: Bike Suspension Mode
Tim Mirra: Silly Grunt Mode
Kenan Harkin: Sticky Crash Mode
Shaun Butler: Night Vision Mode
Leigh Ramsdell: Big Crash Mode
Joey Garcia: Ghost Rider Mode

Unlock All Bikes Easy. Start a Proquest and select a rider. Then, at the bike selection screen, press: Up, Left, Up, Down, Up, Right, Left, Right, Circle. You'll be able to select any bike. But prepare to re-enter the code each time you change bikes.

Unlock All Levels Same schtick. Start a Proquest, select a rider, select a style and select a bike. At the track selection option press: Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. Prepare to re-enter the code if you change bikes.

Unlock All Styles Again, start a Proquest, select a rider then a bike. At the style selection screen press: Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. You'll have to re-enter the code to change bikes.

Unlock Hidden Movies Beating the game with the studs doesn't mean you leave empty-handed. You'll unlock these flicks.
Dave Mirra: Dave Mirra Movie
Ryan Nyquist: Ryan Nyquist Movie
Slim Jim: Promotion for an online contest
Amish Boy: Short movie of Programmer

Unlock Slim Jim We said we'd get to it. Start a Proquest, and at the rider select screen press: Down, Down, Left, Right, Up, Up, Circle. Slim Jim will be on the list of riders.

Unlock The Amish Boy Beat the game with all 10 original riders and you'll unlock the Amish Boy.

Infinite Stall Points: Cool stuff. Use the secret bike and perform a Double Peg Stall *anywhere* in *any* level. The longer you balance, the more points you get. Basically, you can balance forever while collecting hundreds of thousands of points. Nice.

SMACKDOWN! 2 • KNOW YOUR ROLE •

Shane McMahon

Special: Test Diving Elbow (climb turnbuckle when opponent is down).
Setup: Bronco Buster (if opponent's down in corner, run at them, Circle).

Although the self-proclaimed "Giant Killer" was recently silenced at the hands of Steve Blackman, you can look for Shane to make a return now that his dad is horning his way back into the spotlight. Guess it takes more than a 30-foot fall to keep a rich boy down.

Stephanie McMahon

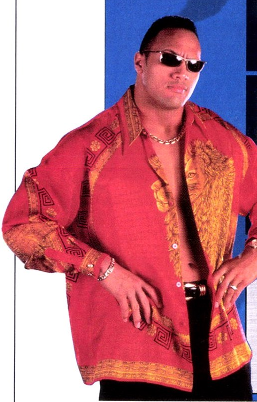
Special: Women's Special Slap (face stunned opponent).
Setup: Schoolboy (grab opponent from behind, Right + Circle).

Daddy's little girl no more, Stephanie turned her back on her family and fiance, married Triple H, was reunited with her family and even enjoyed a short run as Women's champion (with the help of Tori, of course). Now, word is she's joining the WWF writing team.

Steve Blackman

Special: Martial Arts Kick (face stunned opponent).
Setup: Guillotine Choke (grab stunned opponent, Down + Circle).

This guy's got the personality of a comatose wildebeest, but he's a hardcore master. And even with the ebullient Al Snow's help, he never could quite grab the crowd's love. Anyway, whatever happened to that bag of goodies he used to bring to the ring?



Steven Richards

Special: Super Kick (face stunned opponent).
Setup: Shuffle Side Kick (Up + X).

In the last few months, the leader of the Right to Censor has been able to do what Tazz never could: change the mood in the WWF. And his posse just keeps on growing. Why are so many wrestlers following around a guy with the fashion sense of George McFly?

Taka Michinoku

Special: Michinoku Driver (face stunned opponent).
Setup: Tornado DDT (opponent standing in corner facing you, Up or Down + Circle).

Not much is known about this guy other than he's Japanese, he's Funaki's tag-team partner, and he was the very first Light Heavyweight champ. But if you find yourself in need of a Taka fix, look no further than *Sunday Night Heat* or *Metal*.

(cont. from page 107)

name and Pronger for the last name.
Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.
Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

NHL 2001

Hammer: Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."
Dude: Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below for the results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Ready 2 Rumble Boxing: Round 2

From the main menu, choose Arcade

Tazz

Special: Tazzmission (stand over downed opponent).
Setup: Tazzplex (grab opponent from behind, Left + Circle).

The mood never really did change in the WWF. Instead, Mr. Thug Life has found a new role as commentator on MTV's "Sunday Night Heat," and as occasional tag-team partner of WCW refugee Raven (who, thankfully, is not in this game).

Test

Special: Diving Powerbomb (face stunned opponent).
Setup: Grab opponent from behind, Down + Circle.

Hey, it's another handsome Canadian with long, blond hair. Best known as Stephanie McMahon's jilted fiance, he's now teamed with Albert in T&A and is managed by Trish Stratus—the latter of whom provides plenty of double-entendre fodder for "The King."

Tori

Special: Tori Suplex (face stunned opponent).
Setup: Hurracanrana (grab stunned opponent, Up + Circle).

After publicly ending her relationship with X-Pac at the WWF New York restaurant (he never visited her at the hospital when she injured her shoulder—the heel), Tori will soon be making a return to the ring. She'll be a big part of the new Women's division push.

Triple H

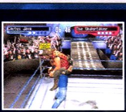
Special: Pedigree (face stunned opponent).
Setup: Knee Smash (front grapple, Left + Circle).

Usually, when guys reach the top, they get lazy (hello, Kevin Nash). But not "The Game." Triple H is the hardest-working man in the WWF. He's just coming off his biggest year yet, which saw him wear the World title for most of it and marry the boss' daughter.

Trish Stratus

Special: Woman's Special Slap—watch out! (stand before stunned opponent).
Setup: Snapmare (front grapple, Left + Circle).

Trish is a big proponent of that dime-a-dozen blonde, surgically enhanced, skimpy-clothes look that seems to be really popular these days. Her only talent is distracting referees while the aptly named T&A take care of business in the ring. And that's OK.



The Undertaker

Special: The Last Ride (face stunned opponent).
Setup: Choke Slam (grab stunned opponent, Left + Circle).

The CEO of Dead Man, Inc. returns from a long hiatus minus all the gothic gobbledygook. Of course, he could have been arrested for stealing Stone Cold's beer-swillin', regular-guy schtick. But now that Austin's back, it—as the Rock would say—doesn't matter.

Val Venis

Special: The Money Shot (climb the turnbuckle when opponent is down).
Also Try: Fisherman Suplex (face stunned opponent, Down + Circle).

This former adult movie star was already going through an identity crisis before he met Steven Richards, so now he's dropped more than the "Hello, ladies" routine—he's dropped his entire persona. But you can still enjoy the old Double V in this game.

Vince McMahon

Special: Stunner (face stunned opponent).
Setup: Trapping Headbutts (face stunned opponent, Right + Circle).

This soon-to-be-divorced (just on TV) CEO and control freak recently returned to the limelight. Of course, the XFL's impending debut probably had nothing to do with it. Hey, speaking of the XFL, does anybody else remember the World Bodybuilding Federation? Ouch.

Viscera

Special: The Big Splash and immediate pin (stand over stunned enemy).
Also try: Darkness Choke (with opponent on the ground, grab their upper body, Left + Circle).

Wow. What happened here? This guy disappeared faster than a vegan from a White Castle. Maybe the market for fat guys with mohawks, fangs and no pupils just dried out. Or maybe Big Vis found his true calling: a dam. Oh well, c'est la vie.

X-Pac

Special: X-Factor (face stunned opponent).
Setup: Bronco Buster (when opponent's down in the corner, run at them, Circle).

The little guy who gets under everybody's skin, X-Pac is now without Tori, who ditched him in a very public breakup at the WWF New York restaurant. Look for the former 1-2-3 Kid to have his character repackaged and pushed as a babyface in the near future.

Mode. Pick a One Player or Two Player game and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly. (Note: Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character).

Huge Gloves: Left, Right, Up, Down, R1, R2.

Zombie Boxer: Left, Up, Right, Down, R1, R1, R2.

Fat Boxer: Right, Right, Up, Down, Right, R1, R1, R2.

Skinny Boxer: Right, Right, Up, Down, Right, R1, R2.

Play as Freak E. Deke and Michael Jackson: R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.

Ridge Racer V

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black-and-white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.

Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graphic display. This display will show how hard you are turning your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the SELECT button.

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.

Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.

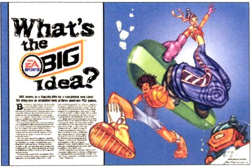
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter

(cont. on page 110)

SPECIAL FEATURES


What's the BIG Idea?

WHAT'S THE BIG IDEA? • 84

NBA Street: no-rules B-ball done right. Sled Storm 2: snowmobile racing on gorgeous, wide-open environments. SSX DVD: the sequel to one of the greatest games yet to hit the PS2. Three promising "extreme sports" titles from EA Sports' spankin'-new Big division. What drives these new faces in sports? Find out inside.

GETTIN' SKINNY WIT IT

STEP BY STEP

IT CAN BE DONE!

GETTIN' SKINNY WIT IT • 42

Who says playing video games is a sedentary lifestyle? We dive into Dance Dance Revolution, exploring the health benefits of aerobic exercise, all set to a punchy dance beat.

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Gran Turismo 3 A-spec

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It's almost here. The next evolution of racing games has nearly arrived. We put in some hands-on play time with this revolutionary title, and serve up some new shots of the unbelievable weather effects.

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photograph by
Davis Factor
Corbis/Outline

DRIVER 1 & 2

COOL CHEATS FROM THE GREAT CHASE

From the Original...

Take the original Driver out for a spin, but this time do it in style. We'll help you break the law all over again with some serious cheats. Pop in Driver 1 and simply input the following codes at the main menu to activate their respective cheats within the "Cheats" menu:

Invincibility
L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

Rear Wheel Spinning
R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1

Immunity (no police)
L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2

Tiny Cars
R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2

Antipodean (upside-down streets)
R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

Stilts (long suspension)
R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

Show Credits
L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1

And from the Sequel...

Wrigley Field in Chicago

Once you're at the baseball stadium find the booth labeled "Ticket." Hop out and hit Triangle to open the gate at the stadium's opposite corner.

Enter the stadium, in your car, and find the stairs. Get out and climb up. Once you're up the stairs search around until you see the car. With your new wheels you can drive right out of the gate.

Havana Base

OK, with this one you'll have to explore the end of the map to the west. Look for a patch of trees and then hop out of your smokin' ride and look for a switch within the vegetation. If you find it, that'll open the gate. Jump back into your car and enter. There's a nice ramp to drive down. At the bottom is a maze and at the end of that is an elevated platform. If you hit the wall switch you'll be able to lower the car.

DRIVER 2

THE WHEELMAN IS BACK™

Drive Smart

Rally Style Sliding/Advanced Turning

This technique remains virtually unchanged from the original Driver, and it also happens to be just as useful. To do it, you'll want to follow these steps as you enter a turn:

① Jam on the hand brake to kick out the back end of the car.

② As you do so, make sure to counter steer and hold the car in line.

③ If done correctly, you'll lose little or no speed while maintaining a precise turning angle.

Dealing with the Cops

The Tail

When you've got a tail and you need to lose it fast, heavy traffic and obstacles are your best friends. Simply weave back and forth into oncoming traffic, or go past as many sturdy obstacles as you can in hopes that your tail won't be as good of a wheelman as yourself. It's simple, and it works.

From the Front

When cops are approaching from the front, ALWAYS veer right. It takes them just a few seconds longer to get over to the right side from the far left lanes, which might just give you the time that you need to get past them.

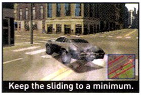
The Roadblock

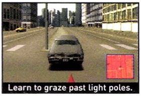
Roadblocks are a little easier to deal with in Driver 2, mainly because there is a small opening between each set of cop cars. If you can get the entry angle just right, you can actually blaze right through with little or no reduction in speed.

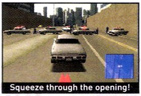
In Pursuit

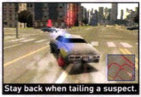
The best thing to remember when you're in pursuit of another car is that you need to keep a moderate distance between you and the car you're following. If you don't, you'll be susceptible to the good ol' fake-out technique.

Practice making last second


Keep the sliding to a minimum.


Learn to graze past light poles.


Squeeze through the opening!


Stay back when tailing a suspect.

The Damage Meter

Sometimes, it's not the time limit or the overall difficulty of the level, but your Damage Meter that keeps you from completing a mission. Below is some info to help you better understand how the damage system in Driver 2 works.

Multiple Taps / Pushing Cars

The CPU registers the very low speed "pushing of cars" as a bunch of small little hits, slowly adding 1-2 percent of damage per second. The same thing happens if you get caught on a guard rail. Usually, if a cop can pin you up against a wall, it's game over for ya.

Ditch Your Car!

Remember, if your damage meter starts to climb a little too high for ya, you can always ditch your car and jack another one. This is also a very good way to clear your Felony Meter!

The Felony Meter

Hitting stuff, running red lights and smashing into cops are all easy ways to nudge up your Felony Meter. Unfortunately, a high Felony Meter is BAD. Below we'll go into detail on how to better deal with a high meter.

So How Can I Clear My Felony Meter?

There is only one way to clear your felony meter, and that is to switch over to another car. This can be done anytime during a mission as long as you have no heat on your radar. Just come to a complete stop, exit the car with Up+Triangle, then enter the new car with Triangle. It's usually best to just pull into an opposing lane and get someone to stop by blocking their path—car-jacker style. As soon as you switch cars, you're no longer a suspect to the police, and your Felony Meter returns to zero.

(cont. from page 109)

them again.

Half Gravity: L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.

Zero Gravity Traffic: R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.

Invisible Off-Road Vehicles: R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

PaRappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the

Chicago

Secret Area & Car!

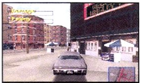
① If you travel to the very north side of the city, you'll stumble into Wrigleyville, which plays home to our precious little Chicago Cubbies. *(Of course, the producers of Driver 2 cleverly renamed them the Chicago “Clubs”).*

② Drive to the west side of the stadium and pull up near the ticket area. Get out of your car, and press Triangle at the booth labeled “Tickets.” It will prompt you that you've found a secret area, at which point you can simply drive around to the other side of the stadium and enter the baseball field itself.

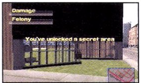
③ Once inside the stadium (and you get past the creepy fact that the fans are cheering at invisible baseball players), drive up to the stairs on the left-hand side of the park. Exit your car and run up the stairs.

④ Follow the path through the crowd, up under the concession area. Eventually, you'll come to a small room with a really wicked yellow and black hot rod (which just happens to be the wicked ’69 Buick GSX from the original Driver). Jump in and it's yours!

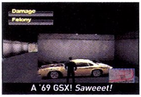
⑤ Save your game and you'll be able to select this car whenever you decide to “Take A Ride” in any of the available four cities.


Damage
Felony

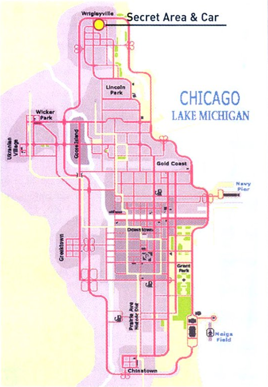
The ticket booth is on the west side of the stadium.


Damage
Felony
You've unlocked a secret area

You'll know you've flipped the switch when you see this.

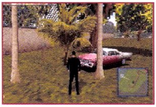

Damage
Felony

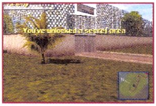
A ’69 GSX! *Saweeet!*

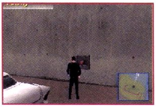

Secret Area & Car
Wrigleyville
CHICAGO
LAKE MICHIGAN
Lincoln Park
Wicker Park
Ukranian Village
Goose Island
Gold Coast
Navy Pier
Downtown
Greektown
Grant Park
Prairie Ave Historic Dist
Meigs Field
Chinatown

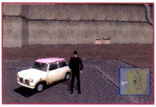
Important!

The best way to gain access to ANY of the secret areas or cars in Driver 2 is to do it in the “Take A Ride” mode. This is much easier than trying to find these areas during a standard mission. Also, it's best to wait until you've completed the game before you start searching for secrets. This way, you can simply turn on Invincibility and Immunity while you race around looking for switches. *Game on!*




You've unlocked a secret area





Havana

Secret Area & Car!

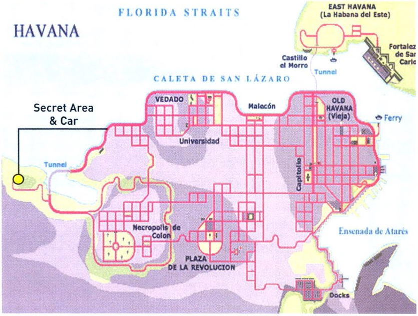
① If you ride to the very western-most part of town, you'll stumble across a one-way street that leads back to a secret installation. Approach the front gate and you'll see it's locked.

② Get out of your car and explore the area to your immediate right. You should see a bunch of trees, with one sticking out from the rest of them. Flip the small silver switch on the tree to unlock the front gate and gain access to the secret area.

③ Get back in your car and enter the base, following the maze that leads down the ramp. Eventually you'll end up in a room with a Mini Cooper on top of an elevator-like thingy.

④ Hop out of your car and dash to the other side of the room to flip the switch. When you do, the platform will lower and the car will be accessible.

⑤ Save your game, and you'll be able to select this car whenever you decide to “Take A Ride” in any of the available four cities.


FLORIDA STRAITS
HAVANA
EAST HAVANA (La Habana del Este)
Fortalez de San Carlo
Castillo el Morro
Tunnel
CALETA DE SAN LÁZARO
Secret Area & Car
VEDADO
Malecón
OLD HAVANA (Vieja)
Ferry
Universidad
Tunnel
Capitolio
Necropolis de Colon
Ensenada de Atarés
PLAZA DE LA REVOLUCION
Docks

“Cheat Screen” option at the bottom of the menu. The Cheat screen will give you new options such as “One Hit Kills,” “Player Can't Die” and “All Weapons”!

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.

Play as Garuda: At the main menu, highlight “Arcade” and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT.

Play as Shadow Geist: At the main menu, highlight “Versus” and press SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT.

Play as Kairi: At the main menu, highlight “Option” and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.

Play as Hayate: At the main menu, highlight “Bonus Game” and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.

Satellite Fall and Excel Bonus Games: At the main menu, highlight “Bonus Game” and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.

Bison II Bonus Game: At the main menu, highlight “Bonus Game” and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).

Maniac Mode: At the main menu, highlight “Practice” and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.

Maniac Mode Sample: At the main menu, highlight “Practice” and press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT. “Sample” will be in the Maniac Mode pause menu.

Swing Away Golf

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up,

(cont. on page 112)

STRATEGY GUIDES

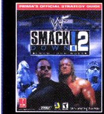
We've got guides for you and store shelves are teeming with them. Guides upon guides upon shelves. Which one to buy? Check our five-disc rating to see how it scored with us. The higher the better. Where'd we think up that complicated system?

Evil Dead: Hail to the King

This guide's so thorough, you won't need to play the game! Seriously, it will cut your game time at least in half—maybe shorter. In other words, you'll beat the game in under three hours using this guide, which costs three times what you'd pay to rent the game, making a $40 purchase seem even less worth the expense. That may sound like tricky math, but trust us. Just pick this one up off the shelf, read the transcribed cutscenes, then put it back where someone else can do the same at no cost to anyone.

Final Score ●●●

www.primagames.com



WWF SmackDown! 2

If you're looking for a guide to get you through Smackdown! 2, forget it. You're on your own. But if you want to know a couple of moves for each wrestler and a bit of weird history on your favorite WWF superstar, then this guide is more fitting. It won't teach you to dominate a Table Match and it won't tip you off on how to win Hell in a Cell, so it's not really useful. Practicing the game will give you everything you need for this guide.

Final Score ●●

www.primagames.com

Sky Odyssey

BradyGames' official Sky Odyssey guide leaves a lot to be desired. While it's certainly thorough—detailing every checkpoint ring through every level—the lack of any kind of reference map makes the detailed descriptions of how to approach each segment of the course all but useless. The most valuable part of the guide is the breakdown of how to obtain each of the hidden aircraft, but most of these don't include photos, which is an odd oversight.

Final Score ●●

www.primagames.com

Kessen

If Kessen were challenging, this might be of use. Aside from its nice, colorful layout, tons of info exists on things like unit formations, officer statistics, battlefield strategies, and managing the politics of the situation. But those interested in Japanese history might actually find it a pleasurable read, with plenty of extras. The supplemental content far outweighs that of most other guides, including fairly in-depth officer bios, detailed weapons descriptions, and information on the battles portrayed in the game.

Final Score ●●●

www.primagames.com

Las Vegas

Secret Area

(The Construction Site doesn't lead you to the secret car like the areas did in both Chicago and Havana. Instead, it's more a weird plot of land to just drive around and smash into stuff. Follow these steps and you'll be there in no time!)

① This area can be found rather easily (see map). Bust through the fence, then proceed straight and jump the ramp that leads over the concrete barrier. Once you're over it, you've entered the secret area.

Secret Car

① Flick the switch near the fence (see location on map) and it will open up a gate as you return to the street.

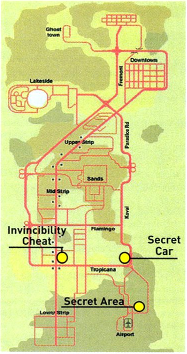
② Hang a right on your way back from hitting the switch and you'll see the opened gate. Pass through and you'll find your new Pickup Truck. "Look, mawr, I gots me a newr pigguh truh!"

Invincibility Cheat

(The Invincibility cheat renders you immune to all forms of damage. The cops will still chase you and smash into you, but your damage meter will remain unaffected.)

① To gain access to the Invincibility Cheat in your main menu, all you need to do is find the hidden switch located across the street from the MGM Grand Casino (see map).

② Once you're there, hop out of your car and look for the sign that says "Bingo." Go to the left of the sign and flip the switch between the two black doors—just make sure to save your game to gain access to the cheat!



Rio de Janiero

(The following hidden tracks can be accessed under your "Secrets" menu in the gameplay tab on the Driver 2 menu screen.)

Secret Track 1

① Flick the switch near the building (see screenshot), and it will unlock a gate across the street.

② Drive through the gate and you'll have access to the new two-player Race Track. Very cool!

Secret Track 2

① On the western side of the city, you'll find an abandoned racetrack that you can unlock for two-player competition! Simply approach the fence and flip the switch to access this secret track.

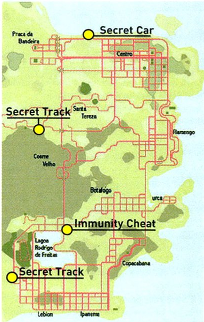
Secret Car

① In the northern-most part of the city, you'll find an abandoned building with a small switchpost in front of it. Flick the switch and it will open the gate on the other side of the building. Pass through and you'll find the Semi Truck!

Immunity Cheat

(The Immunity cheat lets you freely break the law without worrying about repercussions. The cops will NEVER chase you with this cheat enabled!)

① Check out the screenshot in combination with the dot marker shown on the map to pinpoint the location of this switch. Once you get there, look for the grayish-colored building and get out of your car. Approach the black door and flip the switch to get the cheat.



(cont. from page 111)

Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Syphon Filter 2

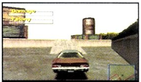
Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

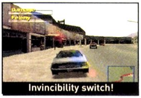
Tekken Tag Tournament

Begin with Tag Partner: If you want to

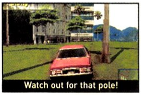


Hit this ramp and you'll be lead into the secret area!

There's really not much to do in the secret area—unless you like smashing into stuff.

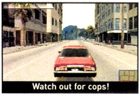


Invincibility switch!



Watch out for that pole!

Stay on target!



Watch out for cops!

Driver 2 Mission Chart

Use this chart to get a feel for the size of Driver 2, or to check and see how far along you are in the overall scope of things. Shown are both the name of the mission and a quick breakdown of the overall mission goal. *(Note: One interesting omission from Driver 2 is the ability to choose your path as you progress from level to level. As a result, Driver 2 is 100-percent linear unlike its predecessor, comprised of 37 levels total).*

CITY/MISSION	MISSION METHOD/GOAL	TIME LIMIT
Chicago		
Mission ①: Surveillance Tip Off	① Drive across town and hop in Jones' car to complete the mission.	2:55
Mission ②: Chase the Witness	② Tail the witness all the way to the train station—stay close!	1:00
Mission ③: Train Pursuit	③ Follow the train, and make sure to keep it on-screen.	2:00
Mission ④: Tailing the Drop	④ Tail the car without being detected—just watch the meter.	N/A
Mission ⑤: Escape to the Safe House	⑤ Keep it going full throttle the whole way back to your apartment.	3:40
Mission ⑥: Chase the Intruder	⑥ Follow the car to Goose Island, and don't let him get off screen.	N/A
Mission ⑦: Escape from the Compound	⑦ Escape the maze and jump the drawbridge. Just like on TV, yeah!	2:50
Mission ⑧: Leaving Chicago	⑧ Follow the tracks to the train station while avoiding the Brazilians.	3:30
Havana		
Mission ①: Follow Up the Lead	① Tail the Brazilian without getting too close. Watch your meter.	N/A
Mission ②: Hijack the Truck	② Smash up both the escort and the truck before time runs out.	N/A
Mission ③: Stop the Van	③ Destroy the explosives truck and watch out for bombs!	N/A
Mission ④: Find the Clue	④ Chase and destroy all FOUR marked cars to complete the mission.	7:00
Mission ⑤: Escape to the Ferry	⑤ Get to the ferry, hit the ramp and get on board. Ignore the coppers.	N/A
Mission ⑥: To the Docks	⑥ Find the fastest route to the docks. Blaze through the red arrow to win.	3:40
Mission ⑦: Back to Jones	⑦ Get to Jones' car and hop in.	2:30
Mission ⑧: Tail Jericho	⑧ Tail the car without being detected. Just watch the meter.	N/A
Mission ⑨: Pursue Jericho	⑨ Hop in the pink car and smash Jericho's car beyond repair.	N/A
Mission ⑩: Escape the Brazilians	⑩ Avoid Brazilians, then get to the safe house and close the garage door.	N/A
Las Vegas		
Mission ①: Casino Getaway	① Pick up Caine's crew, then get to the safe house.	3:30
Mission ②: Beat the Train	② Follow the train to the bridge and hop in the blue car.	0:45
Mission ③: Car Bomb	③ Get the car to the drop off point and run to safety.	3:00
Mission ④: Car Bomb Getaway	④ Steal the car of your choice and get to the safe house.	3:30
Mission ⑤: Bank Job	⑤ Get to Jericho quickly, and make sure to shut the garage door.	3:30
Mission ⑥: Steal the Ambulance	⑥ Smash up the ambulance, then hop in and get it to the safe house.	1:25
Mission ⑦: Stealth	⑦ Lose the police and work your way to the airport.	3:30
Mission ⑧: Steal the Keys	⑧ Smash up the car then enter it and find the keys.	4:00
Mission ⑨: C4 Deal	⑨ Lose the police and get the C4 from the car lot.	3:00
Mission ⑩: Destroy the Yard	⑩ Get to the dark grey building and plant the C4 charges on foot.	3:30
Rio		
Mission ①: Bus Crash	① Get to Vasquez's cars and smash 'em up with your bus.	6:00
Mission ②: Steal the Cop Car	② Steal a cop car from the police station and hide it in the lockup.	2:00 / 3:30
Mission ③: Caine's Cash	③ Stop the limo (with your lights) and get in. Get to the lockup.	2:00 / 3:00
Mission ④: Save Jones	④ Smash up the Brazilian's car to save Jones' cover.	4:00
Mission ⑤: Boat Jump	⑤ Get to the boat, place the explosives, and jump the ramp to get off!	2:50
Mission ⑥: Jones in Trouble	⑥ Shake the cops, and get to Jones' cabin (go inside).	2:50
Mission ⑦: Chase The Gun Man	⑦ Take the yellow car, and ram the hell out of Jones.	1:25
Mission ⑧: Lenny Escaping	⑧ Get to the helipad before Lenny gets away.	1:40
Mission ⑨: Lenny Gets Caught	⑨ Follow the helicopter (closely) and catch Lenny!	N/A

start your match with your second player, just hold the Tag button on the loading screen until the match begins.

Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small

(cont. on page 114)

TONY HAWK'S PRO SKATER 2

You work and you work to build that pretty little yellow meter up, and there's nothing worse (barring S'mores Pop Tarts) than not knowing how to blow up a special move. Here are all the skaters, their sweetest moves and no S'mores.

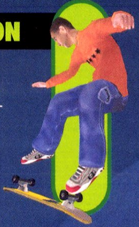
tonyHAWK

Overturn
↓ ← + Grind

The 900
→ ↓ + Grab

Sacktap
↑ ↓ + Grab

ericKOSTON



The Fandangle
→ ↓ + Grind

Indy Frontflip
↓ ↑ + Grab

Pizza Guy
↓ ← + Grab

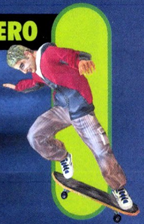
rodneyMULLEN

Heelflip Darkslide
→ ← + Grind

Nollieflip Underflip
↓ ← + Kickflip

Casper to 360 Flip
↓ → + Grab

steveCABALLERO



Hang Ten
→ ↑ + Grind

Triple Kickflip
↑ ← + Kickflip

FS 540
→ ← + Grab

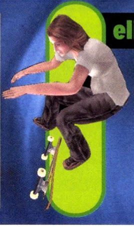
chadMUSKA

Hurricane
↓ → + Grind

Mute Backflip
↑ ↓ + Grab

Muska Nose Manual
→ ↑ + Grab

elissaSTEAMER

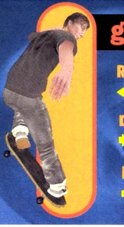


Madonna Tailslide
↑ ← + Grind

Hospital Flip
← → + Kickflip

Indy Backflip
↑ ↓ + Grab

geoffROWLEY



Rowley Darkslide
← → + Grind

Double Hardflip
→ ↓ + Kickflip

Half Pipe Casper
→ ← + Kickflip

(cont. from page 113)

Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle.

Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!

NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose an

runeGLIFBERG

One Foot Bluntside
← ↑ + Grind

Kickflip One Foot Tail
← ↓ + Kickflip

Christ Air
← → + Grab

buckyLASEK

The Big Hitter
← ↓ + Grind

One Foot Japan
↓ → + Grab

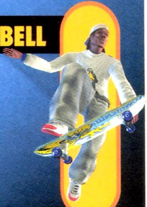
Fingerflip Airwalk
← → + Grab

andrewREYNOLDS

Nosegrab Tailslide
↑ ↓ + Grind

Triple Heelflip
↑ → + Kickflip

Hardflip Late Flip
↑ ↓ + Kickflip



kareemCAMPBELL

Nosegrind to Pivot
↓ ↑ + Grind

Ghetto Bird
↓ ↑ + Kickflip

Casper
← ↓ + Grab

bobBURNQUIST

Rocket Tailslide
← ↓ + Grind

Racket Air
← ↓ + Grab

One Foot Smith
→ ↓ + Grind

jamieTHOMAS

Beni F-Flip Crooks
↓ ↑ + Grind

Laser Flip
↓ → + Kickflip

One Foot Nose Manual
← ↑ + Grab

empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.

AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!

X Squad

On the main menu screen, enter these codes to start your game with more weapons, ammo and items. You will hear a gunshot if the codes were entered correctly.

Michael's 9mmS+99 Ammo: Square, Circle, Triangle.

Michael's 9mmS+99 Ammo. Taylor M82+99 Ammo and No Limit on Weight: Triangle, Circle, Square.

Michael's 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar: Circle, R1, Circle, L1, Triangle, R2.

Michael's 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L2, Square, R2, Triangle, L1, Circle, R1.

All Weapons (Beginner)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Triangle, Square, Circle, Square, Triangle, Circle.

All Weapons (Intermediate)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L1, L1, L2, L2, R1, R1, R2, R2.

All Weapons (Advanced)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Circle, Circle, Circle, Circle, Triangle, Square, Square, Square, Square.

SKY ODYSSEY

ENOUGH BI-PLANES TO FILL A HANGAR

So you're coasting through the various worlds of the PS2's only flying game, but don't know how to unlock all of the goods. As per usual, we're here to swing in with the finest in airplane unlocking. Here are the levels, what you'll unlock and what you need to do to unlock it. Read on.

In Adventure Mode . . .

Corsair 4U
Score enough Acrobatic Points to get a circle around your grade on 10 missions.

Me 262
Clear the Adventure Mode (including landing at the FINAL landing area in "Across the Great Divide."

UFO Silver
Complete all missions with a grade of A.

Pontoons
Complete the aircraft carrier mission (Stormy Seas).

Custom Parts
Receive one part by completing a mission with a grade of B or higher.

In Target Mode . . .

UFO Gold
Earn a gold medal in all missions.

Stealth Jet
Complete all missions with a total time under the total default time (sum of default times of all missions—currently 23 minutes).

In Sky Canvas Mode . . .

Autogyro
Clear all stages with a score of at least 90 points.

The Complete DISCFOUR Walk-Through

continued from the January 2001 issue

Now that you have another airship, you can finish a few side quests like finding the 13 Stellazzio or building up your characters. Once you're ready, it's time to go for it.

01 Memoria

- Fly the ship to the Lifa Tree and head into the pink light above it. After the FMV, you'll end up in a boss battle—just go with your strongest attacks and keep everyone alive with Life or Amarant's Aura and Revive Flairs. After the battle, you'll end up in Memoria—the Body Temp and Antibody abilities are a must in this area. Follow the path until you reach a glowing colored sphere that will act like a Moogle. You can fight monsters in this area to gain EXP and AP if you need to (they're tough, but give huge amounts of EXP and four AP each). Follow the path until you reach the room called "Recollection." Near the top of the room is a small ledge—search it carefully to find the Tower, one of Zidane's best weapons. Continue and you'll reach the Outer Path. Before you continue, equip any Fire resistant or absorbing equipment you have. Once you're ready, follow the path and you'll reach a boss battle. Try your best to steal with Zidane and just use your best attacks to finish the fight.

- In the room with the pink clouds in the background (called "The Past"), you can find one of Eiko's best weapons to the left of the gravestone and a hidden save point on the right of it. Follow the path to the right—once you pass the scene and reach a staircase, equip any Wind resistant and absorbing equipment and proceed to fight a boss battle. Same old, same old. Steal and beat him down. Continue until you reach another glowing save orb near a waterfall. Save the game here and continue on. Once you reach the room with Quina swimming in the ocean, explore carefully behind the coral on the right to find Hardis. If you don't leave him, you will fight him. He's a tough one, but by this point you should be able to take him. Beat him and he becomes the final Synth Shop, offering some rather unique equipment. Before you continue, equip your anti-Water equipment and continue on to fight another boss. Use any lightning attacks you have and take out the tentacles first. After the battle, continue on the path until you reach the room with the big clock (called "Time Warp") and search the ledge near the bottom-right to find a hidden save point. Proceed up the stairs, go through the door and continue until you reach the room at the top of the ladders. Equip Auto-Float and any anti-Earth equipment you might have and continue. This guy may be tough, but Auto-Float will make things easier. Take him out like you did the others and remember to steal.

- Continue until you end up in space. Walk to the upper-right of the room until you see a green light. Keep walking until you reach it, and, once inside, follow the path 'til you reach the last glowing save orb. You can leave from here if you wish or you can just save and continue on through the portal. The next boss fight is pretty basic. He attacks with physical attacks and Death spells—just revive anyone killed by Death and keeping fighting. After the battle, go back through the portal to save your game again before

MOOGLE LOCATIONS

In case you need to find a particular Moogle, for Mognet deliveries or otherwise, here's a list of where each Moogle can be found (listed in the basic order that you'll find them in the game).

Moogle – Location

Kupo – Puck's Moogle in Alexandria
Stiltzkin – Kupo's friend, travels to various locations with items for sale
Mosh – In Guardhouse of Alexandria Castle (later in the Chapel/Mognet Central)
Mosco – At Prima Vista crash site (later at Treno Arch)
Monty – At Moogle Spring in the Evil Forest (later at Pinnacle Rocks)
Moguo – World Map Moogle (press Square to use the Moogle's Flute)
Mois– In the Ice Cavern
Gumo – In the Dali Village Inn
Kumop – In the Underground area of Dali Village
Mogki – In the guest room of Lindblum Grand Castle (later in Fossil Roo)
Moodon – In the Lindblum Inn
Moonte – At Dragon's Gate in Lindblum
Mogster – In Qu's Marsh
Moggy – In Qu's Marsh
Mene – Master of Chocobo's Forest, Lagoon and Air Garden
Moguta – In Gizamaluke's Grotto
Mogmi – In Gizamaluke's Grotto
Grimo – At Bohden Station
Atla – In the Burmecia Vault
Mogrich – In Treno
Mochos – In Gargan Roo
Monev – In Cleyra Tree Trunk
Mopli – In the Cleyra Settlement
Serino – Onboard the air ship Red Rose
Kuppo – Hiding in the Fossil Roo Mining Site (use pick to free him)
Mogmatt – In Conde Petie Item Shop
Mogryo – In Black Mage Village
Suzuna – On Roots section of Mountain Path
Mocha – One of Eiko's Moogles at Maidan Sari
Moco – One of Eiko's Moogles at Maidan Sari
Chimomo – One of Eiko's Moogles at Maidan Sari
Momatose – One of Eiko's Moogles at Maidan Sari
Morrison – One of Eiko's Moogles at Maidan Sari
Mog – One of Eiko's Moogles at Maidan Sari
Mocchi – Atop the Lifa Tree
Artemicion – In Alexandria (later in Mognet Central)
Mimoza – In Oeilvert

moving on to fight Kuja. Try to keep everyone with Auto-Life on during the battle—this is especially easy with Amarant's Auto-Flair. Also, use physical attackers rather than spell casters, since Kuja will cast Reflect on himself. Once you've hurt him enough, he'll start casting Curaga. To make him stop, cast Reflect on yourself.

- Now the fun begins. After the fight, you can reorganize your party and modify your equipment and abilities. Along with Auto-Potion and Auto-Regen, we recommend Auto-Haste, Auto-Life and as many of the anti-status ailment abilities as possible. The most important abilities are Body Temp, Clear Headed and Antibody. Turn off any abilities like Level Up, Ability Up, Bandit or anything else that doesn't keep you alive or enable you to do serious damage. When you're ready, leave the subscreen and the fight will begin. This guy can really be hard or not-that-hard, depending on, well, luck. Early in the fight, he will use the Grand Cross spell, which inflicts random status ailments, including Death and Zombie. If he kills off most of your party members, especially your healer(s), then it's pretty much over for you. Use a Magic Tag to cure Zombie status quickly, since the Auto-Regen will do damage to a zombified character. Even if the character is dead, you'll still need to use a Magic Tag on him before you can revive him. If you survive it all, it's time to go to town. Hold nothing back, as this is the final battle. If you have a Dark Matter accessory in your inventory, now's the time to use it for a quick 9,999 points of damage. Use Zidane's Thievery skill if it does significantly more than his physical attack, and make sure everyone has Auto-Life on all the time. Use your strongest attacks and hope for the best. Even at our levels, this guy gave us a hard time. When you finally emerge victorious, though, kick back and enjoy the ending!

Mooel – In Star Display area of Oeilvert
Mojito – In the Rack Room of Kuja's Desert Palace
Mogsam – In the Library of Kuja's Desert Palace
Mogrika – In Esto Gaza
Mogtaka – In Mount Gulug
Moolan – In Mount Gulug
Kumool – In Ipsen's Castle
Noggy – In Daguerreo
Moorock – In Branbal
Mozme – In the Maze in Pandamonium
Moss – In Mognet Central
Mogriffin – In Mognet Central
Mogreg – In Mognet Central
Mogliana – In Mognet Central

CHOCOBO

Hot & Cold Game

- This is a mini-game in which you dig for items as well as clues to the whereabouts of valuable Chocobo treasure chests (in the form of small engraved stones called Chocographs). Prizes found by digging, except for the Chocographs, are available in unlimited supplies if you continue to play the "Chocobo Hot & Cold" game.
- Points are awarded per item depending on the depth and rarity of the item found, as well as finding more than one item within five seconds. Bonus time and double points are received if you find four items within the initial 60-second time limit. If you find eight items within the time allotted, you'll receive extra bonus points.
- Chocographs, of which there are 24 (either found whole, or formed by assembling various pieces) can be found in Chocobo's Forest and Chocobo's Lagoon (on the side of the island of Palmnell, south of the Forgotten Continent), as well as Chocobo's Air Garden later on in the game.
- Periodically, each location will run out of Chocographs, at which point you'll either have to try one of the other locations or advance the game.

Chocobo Speak and Tips

Kweh: Nothing
Kweh!?: Far away
Kwehhh!?: Close
K-KWEHHHH!!!: Found something.
Dig with Square Button until the Depth reaches zero. Digging raises the Chocobo's beak level (equal to depth dug in one peck)

Items Found by Digging

50 Gil
200 Gil
500 Gil
5,000 Gil
Annoyntmnt
Antidote
Cacusha
Dead Pepper
Echo Screen
Elixir
Ether
Extension
Eye Drops
Gysahl Greens
Hi-Potion
Ore
Phoenix
Pinion
Potion
Remedy
Rising Sun
Soft
Tent
Chocograph (23)
Chocograph Piece (6)

Chocograph	Location
Streamside	Nomarinia Beach - Eunorus Plains - Near Chocobo Forest
Between Mountains	Eunorus Plains - West of Lindblum's Dragon's Gate
Uncultivated Land	Zamo Basin - Southeast of Alexandria
Healing Shore	Eastern Coast - Near Cleyra
Abandoned Beach	Gegalrich Shores - Outer Continent
Cold Field	Mitmakis Ice Field - Lost Continent
Forgotten Lagoon	In the shallow water around island above Forgotten Continent
Faraway Lagoon	In the shallow water off northwest coast of the Forgotten Continent
Abandoned Lagoon	In the shallow water west of Kognish Shores - Outer Continent
Bird's-eye Lagoon	In the shallow water surrounding island off Tuhanda Shores near Lindblum
Small Beach	Lanshake Island - Off the coast of Nomarania Beach
Dawn Lagoon	Off Derek Beach - South of Treno
Forbidden Forest	Nolrich Heights - Southeast of Popos Heights
Green Plains	Alexandria Plateau - Ledge above Togull Beach
Dusk Plains	Seaways Canyon/Gusty Valley - Forgotten Continent
Forgotten Plains	Yuanshao Peninsula - Forgotten Continent
Sea at Dusk	Off eastern coast of Forgotten Continent - Near Oeilvert
Ocean	Slightly west of Everlang Island - Forgotten Continent
Cold Lagoon	In the water off Mitmakis Ice Field - Lost Continent
Mist Ocean	In the deep water off Edgecry Coast - Mist Continent
Outer Island	Korua Island - Off eastern coast of Outer Continent
Outer Island 2	Likanmack Island - Off northern coast of Outer Continent
Fairy Island	Vile Island - Southwest of Lifa Tree
Forgotten Island	Pilkiras Island - Off northern coast of Forgotten Continent

If you feed your Chocobo *Dead Peppers*, he can dive in the ocean, rocket high into the sky or break open cracks in the ground. Some things you can find by using this ability are:

Item	Location
Chocobo's Air Garden	Various - Look for shadow to appear in locations noted on Chocograph Pieces
Mognet Central	Cazedil Plains - Island north of the Outer Continent
A treasure trove	Central/Eastern Seaways Canyon - Forgotten Continent
A treasure trove	Western Seaways Canyon - Near Woods - Forgotten Continent
A treasure trove	Seatence Ice Field - Lost Continent
A treasure trove	Jump from rear exit of Quan's Dwelling after turning in the 12 Stellazio
A treasure trove	In ocean between the Outer and Lost Continents - Northern area
A treasure trove	In ocean between Mist and Outer Continents - Northwest of Alexandria
A treasure trove	In water in lagoon at Southernmost tip of Forgotten Continent
Chocobo's Paradise	Uaho Island - Upper-left corner of the map (not shown)

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Pokemon Pzzl Chllng	GBC $28.95
Unreal Tournament	PS2 $48.95

'GRAN TOURISMO 2000' Let's go racing! GT 2000 will give die-hard fans a chance to jump behind the wheel of over 500 vehicles, each with unique attributes such as speed, handling and more. Drive around several courses in 3D interactive environments as you go for the ultimate speed rush! With the green light to go, die-hard fans of the Gran Turismo franchise will race to give Gran Turismo 2000 a test drive. Jump behind the wheel of over 500 amazing cars and get ready for the ride of your life.

PlayStation.2
GT 2000
GRAN TURISMO

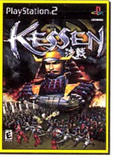
Sony (Simulation)
Release: NOW
PSX2
$48.95

'THE BOUNCER' Combines a four-person fighting game with an adventure game to create a truely unique gaming experience. Spectacular lighting effects and massive street brawls with marauding gangs bring The Bouncer to life. The battle arenas are fully interactive. Pick up objects off the street and use them to your advantage. An incredible storyline and amazing visuals await those that challange the Bouncer.

PlayStation.2
The Bouncer
SQUARESOFT

EA (Fighter)
Release: NOW
PSX2
$48.95

'KESSEN' Is the real-time strategy game that will define strategic command as well as fulfill the complete potential of the PlayStation 2 computer entertainment system. Players control tens of thousands of troops - including archers, infantry, riflemen, and the powerful cavalry - and engage them in epic battles from the Warring States Period of seventeenth century Japan.



EA (Strategy)
Release: NOW
PSX2
$49.95

'TORNEKO: THE LAST HOPE' This RPG-style game features classic gameplay and a game design with monsters and items from the Dragon Warrior series, gamers will feel immediately at home. Randomly generated dungeons in 9 enchanted areas and 132 types of monsters!

PlayStation
TORNEKO
THE LAST HOPE

Enix (Roleplaying)
Release: NOW
PSX
$49.95

'LUNAR 2: ETERNAL BLUE COMPLETE' Join Hiro & Ruby as they try to unlock the secrets of the Blue Spire & the strange young girl within it. Meet new characters, fight monsters, climb mountains & crawl through dungeons as you continue your quest to defeat the evil Zophar!

PlayStation
LUNAR 2
COMPLETE

Working Designs (Roleplaying)
Release: NOW
PSX
$59.95

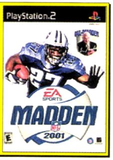
'FINAL FANTASY IX' Young bandits are enlisted in the fight against the ruthless queen of Alexandria. Featuring 4 characters, wizards, & knights. The crystals from earlier titles are back too! One young bandit and his entourage must battle their way through many challenges to bring peace to their world.

PlayStation
FINAL FANTASY IX
SQUARESOFT

EA (Roleplaying)
Release: NOW
PSX
$49.95

SONY PLAYSTATION 2

'MADDEN FOOTBALL 2001' All the NFL teams, stadiums and exclusive Coaches Club license are here. You'll see coaches on the sidelines and hear them yelling. Each player is extremely detailed with awesome animations. John Madden and his partner Pat Summerall call the action from the booth.



EA (Sports)
Release: NOW
PSX2
$49.95

Title	Release	Price
Age of Empires II	11/00	$48.95
Armada 2 Exodus	11/00	$48.95
Armored Core 2	10/00	$48.95
Army Men Air Attack 2	12/00	$49.95
Army Men Sarges Heroes 2	11/00	$48.95
Baldurs Gate II	11/00	$48.95
Bloody Roar	12/00	$48.95
Bomberman 2001	12/00	$48.95
Bust a Groove 3	01/01	$48.95
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Evo Rally	11/00	$48.95
Extermination	11/00	$48.95
F1 2001	12/00	$48.95
F1 Champ Season 2K	11/00	$48.95
F1 Championship	11/00	$48.95
FIFA Soccer 2001	11/00	$49.95
Fantavision	10/00	$48.95
Ferrari 360 Challenge	11/00	$48.95
Formula 1 2000	11/00	$48.95
Galerians 2	11/00	$48.95
Galleon	12/00	$48.95
Gauntlet Dark Legacy	11/00	$48.95
Getaway	11/00	$48.95
Gradius 3 & 4	11/00	$46.95
Gran Turismo 2000	01/01	$48.95
Ground Control	01/01	$48.95
GunGriffon Blaze	11/00	$48.95
Hidden & Dangerous 2	11/00	$48.95
Jungle Book	11/00	$48.95
Kessen	10/00	$49.95
Killer-B	12/00	$48.95
Knockout Kings 2001	11/00	$48.95
Legion Legend Excalibur	12/00	$48.95
MDK Armageddon	11/00	$48.95
Madden FB 2001	10/00	$49.95
Metal Gear Solid 2	02/01	$48.95
Midnight Club Street Race	10/00	$48.95
Mobile Suit Gundam	12/00	$48.95
Moto GP	11/00	$48.95
Motor Mayhem	12/00	$48.95
NASCAR 2001	11/00	$49.95
NBA Hoopz	11/00	$48.95
NBA Live 2001	11/00	$48.95
NBA Showtime NBA/NBC	11/00	$48.95
NCAA Final Four 2001	12/00	$48.95
NCAA Game Breaker 2001	11/00	$48.95
NFL Game Day 2001	11/00	$48.95
NHL Hockey 2001	10/00	$49.95
Onimusha Warlords	01/00	$48.95
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Warriors Might & Magic	01/01	$48.95
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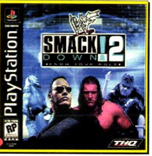
X Squad	10/00	$48.95

PLAYSTATION

'WWF SMACKDOWN! 2' Bodyslams, insane action and complelling storylines. Featuring all the top names in the business, "Stone Cold" Steve Austin, The Rock, The Undertaker, Triple H, Kane, and many more. Outstanding graphics and intense action with WWF Smackdown 2!



THQ (Sports)
Release: NOW
PSX
$39.95

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Dragon Tales	11/00	$39.95
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Lunar 2:Eternal Blue	11/00	$59.95
MLB Pennant Race 2001	03/00	$38.95
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Mat Hoffman's Pro BMX	02/00	$39.95
Medal of Honor 2	10/00	$39.95
Mega Man Legends 2	10/00	$39.95
Micro Maniacs	10/00	$39.95
Mike Tyson Boxing	11/00	$39.95
Ms. PacMan Maze Mad	09/00	$39.95
NASCAR 2001	09/00	$39.95
NBA Live 2001	10/00	$39.95
NBA Shootout 2001	10/00	$39.95
NCAA Final Four 2001	11/00	$39.95
NCAA Gamebreaker 2001	08/00	$39.95
NFL Blitz 2001	10/00	$39.95
NFL Game Day 2001	08/00	$38.95
NHL Hockey 2001	09/00	$39.95
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Power Spike Volleyball	12/00	$39.95
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Syphon Filter 2	03/00	$39.95
Tekken 3	04/98	$24.95
Tenchu 2	08/00	$39.95
The Grinch	11/00	$39.95
The Mummy	11/00	$39.95
Tiger Woods 2001	11/00	$39.95
Time Crisis 2	11/00	$46.95
Tohshinden 4	11/00	$39.95
Tomb Raider 5	11/00	$39.95
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Wheel of Fortune 2	11/00	$29.95
Wild Arms 2	05/00	$39.95
World Destrctn Lg Tanks	11/00	$39.95
World is Not Enough	11/00	$39.95
X Men 3D Mutant Acad	08/00	$39.95

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Aladdin	11/00	$28.95
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Batman Beyond	11/00	$29.95
Bionic Commando	01/00	$28.95
Blaster Master Boy	09/00	$28.95
Bomberman MAX Blue	05/00	$28.95
Bomberman MAX Red	05/00	$28.95
Buffy Vampire Slayer	10/00	$28.95
Bust a Move Millenium	11/00	$28.95
Buzz Lightyear	11/00	$28.95
Cannon Fodder	11/00	$26.95
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Cruisin' Exotica	12/00	$28.95
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Disney World Racing	11/00	$28.95
Donald Duck	10/00	$28.95
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Dragon Tales	11/00	$28.95
Dragon Warrior 1 & 2	09/00	$28.95
Driver	05/00	$28.95
Dukes of Hazzard	11/00	$28.95
ECW Anarchy Rulez	11/00	$28.95
Emperor's New Groove	12/00	$28.95
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Looney Tunes Racing	12/00	$29.95
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MTV Sports Skateboard	11/00	$28.95
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NFL Blitz 2001	09/00	$28.95
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Playmobil: Laura	11/00	$28.95
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Pokemon Puzzle Challenge	12/00	$28.95
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Powerpuff Girls Bad Mojo	11/00	$29.95
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Rainbow Six	04/00	$28.95
RayMan 2	05/00	$28.95
Ready 2 Rumble 2	11/00	$28.95
Road Rash	11/00	$28.95
Road Runner	12/00	$29.95
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Sea-Doo HydroCross	11/00	$28.95
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Sydney 2K Olympics	09/00	$29.95
TOCA Tour Racing	11/00	$29.95
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Tetris DX	01/99	$28.95
The Grinch	11/00	$28.95
The Mummy	11/00	$28.95
Tiger Woods 2000	01/00	$22.95
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Triple Play 2001	11/00	$28.95
Turok Shadow Oblivion	11/00	$28.95
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Wario Land 3	07/00	$28.95
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Warriors Might & Magic	12/00	$28.95
World is Not Enough	07/00	$28.95
X Men 3D Mutant Acad	08/00	$28.95
X Men Mutant Wars	11/00	$28.95

GAME BOY COLOR
DONKEY KONG COUNTRY
ONLY FOR Color

'DONKEY KONG COUNTRY 2' Is an exciting action game starring Donkey Kong and Diddy Kong. Originally released for the Super Nintendo Entertainment System in 1994, this game has been reproduced for the Game Boy Color, along with extra bonuses not found in the original game.

Nintendo (Adventure)
Release: NOW
Gameboy
$29.95

DREAMCAST

Title	Release	Price
102 Dalmatians	11/00	$46.95
4x4 Evolution	11/00	$39.95
Bang! Gunship Elite	11/00	$46.95
Bust A Move 4	08/00	$39.95
Buzz Lightyear	10/00	$44.95
Crazy Taxi	02/00	$46.95
D 2	08/00	$44.95
Dave Mirra Free BMX	11/00	$44.95
Dead or Alive 2	03/00	$39.95
Donald Duck	11/00	$42.95
ECW Anarchy Rulez	11/00	$46.95
Ecco the Dolphin	08/00	$39.95
Evil Dead Hail King	12/00	$44.95
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Metropolis	11/00	$46.95
NFL Blitz 2001	11/00	$44.95
NFL QB Club 2001	08/00	$39.95
POD 2 Online	11/00	$42.95
Phantasy Star Online	12/00	$49.95
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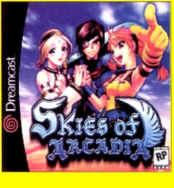

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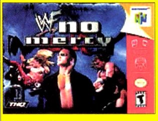

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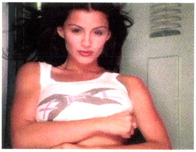

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- The Bouncer and Onimusha previews for PlayStation 2
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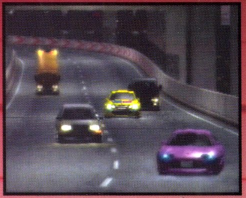

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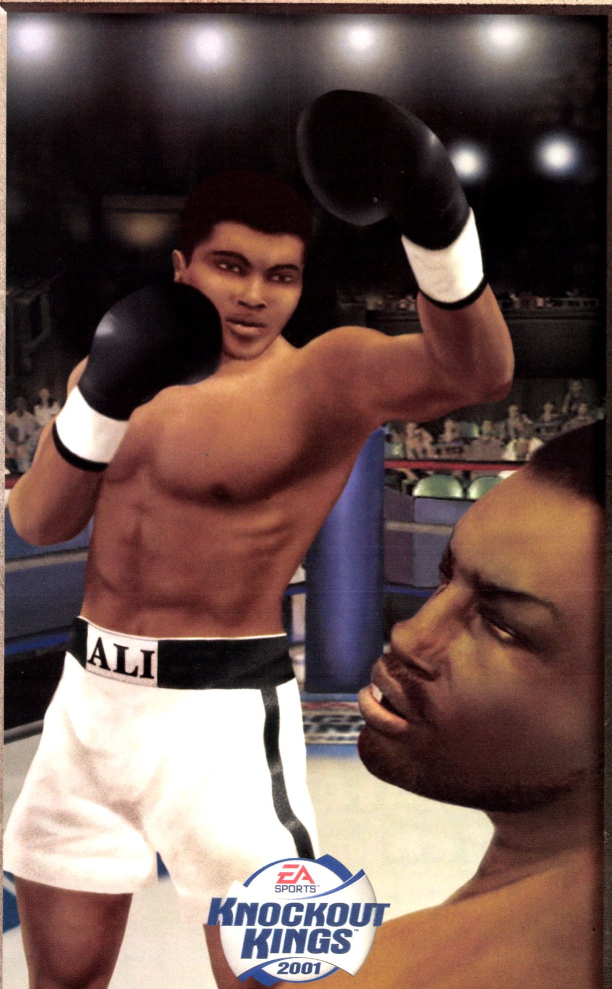

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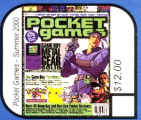
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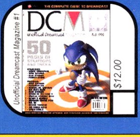
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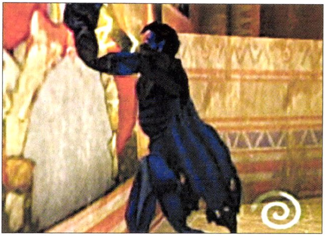
VIDEO PREVIEWS

Soul Reaver 2

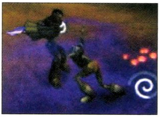
Remember way back when Eidos released The Legacy of Kain: Soul Reaver for the PS one? It was long ago in 1999 (an entire century ago!) when the follow-up to Legacy of Kain: Blood Omen hit the store shelves. The game was instantly hailed as the PlayStation's Legend of Zelda-caliber 3D adventure title. Gamers were in heaven (or hell, as it were) playing through the game's puzzles and enjoying the excellent graphics...and then it all ended. No climactic finale, just a strangely abrupt finish. Gamers were left scratching their heads and accusing Eidos of shipping an unfinished product. Eidos' response? Soul Reaver was indeed incomplete—from a certain point of view. Eidos planned to release a second part that picks up where the first Soul Reaver ended, but the game would require much more time to complete.



Now the wait is almost over, and the second installment of the Soul Reaver story is set to take advantage of the vast power of the second installment of Sony's PlayStation. You once again assume the role of Raziel and continue the pursuit of Kain. This time around, though, you're traveling through different time periods of Nosgoth. You'll uncover bits and pieces of the history of Nosgoth as well as witness certain important developments in the Kain storyline—even information regarding Raziel's past. You'll also have to deal with two different Kains from two different time periods. Isn't time travel the coolest concept ever?

With the power of the PlayStation 2, Crystal Dynamics can give the dark, gothic feel of the game's graphics an enormous enhancement. While the graphical splendor of Soul Reaver 2 doesn't quite come through in the demo movie, rest assured the game will look very, very nice. The PS2's extra power also allows for a wider assortment of enemies, giving Raziel a chance to broaden his killing horizons. The soul-sucking and interdimensional travel gameplay aspects featured in the previous game return, and will play an important role in solving the various puzzles and overcoming all the obstacles in Raziel's path.

Eidos and Crystal Dynamics will make good on their promise when the complete version of Soul Reaver 2 hits homes later this year. It's a bit of a wait, but finishing the story with the help of the PlayStation 2 is well worth it.



RATING PENDING RP CONTENT RATED BY ESRB

PLAYERS: **1** • AVAILABILITY: **SUMMER**
DEVELOPER: **CRYSTAL DYNAMICS**
PUBLISHER: **EIDOS** • GENRE: **ACTION**

ATV Offroad Fury

Here's a quick glance at ATV Offroad Fury, an upcoming ATV title developed by Rainbow Studios for the PlayStation 2. You can race on outdoor and indoor tracks, and jumping will play a large part of your race strategy. The movie also hints at a trick system, which consists of more than the "Look Ma, no hands!" stuff that's highlighted here. It's surprisingly fun, a joy to control, and has all the makings of a sleeper hit. For the full scoop, check out our review in this very issue.

As with the Metal Gear Solid 2 demo a few months ago, the movie is not a completely accurate representation of what the game looks like. This is because of the compression technique we use for movies on the disc.

EVERYONE E CONTENT RATED BY ESRB

PLAYERS: **1–4** • AVAILABILITY: **NOW**
DEVELOPER: **RAINBOW STUDIOS**
PUBLISHER: **SONY CEA** • GENRE: **RACING**

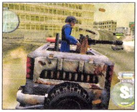
Fear Effect 2

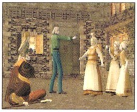
Fear Effect 2 (subtitled "Retro Helix") is actually a prequel to the original Fear Effect, and dives into the pasts of the busty heroine Hana and her associates Royce and Jakob. We'll also meet Rain Qin for the first time. There seems to be some sort of "connection" between the mysterious Rain and Hana. If you can't tell what it is, don't worry. Some of the in-game cutscenes are rather shameless in explaining the relationship.

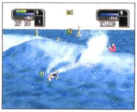
Retro Helix features eight locations, four playable characters, some extra replay incentives and a boatload of sexual innuendo. Eidos also promises no load times, a welcome relief for any game. For more, head over to the Previews section

MATURE M CONTENT RATED BY ESRB

PLAYERS: **1** • AVAILABILITY: **NOW**
DEVELOPER: **KRONOS**
PUBLISHER: **EIDOS** • GENRE: **ACTION**







Next Month's Demo Disc

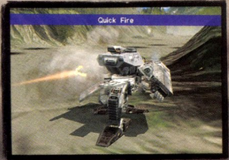
Video Previews:

Twisted Metal Black (PS2),
Shadow of Destiny (PS2)

Playables:

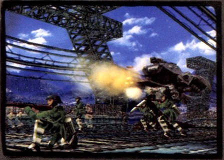
Championship Surfer,
Tigger's Honey Hunt,
Power Spike Pro
Beach Volleyball

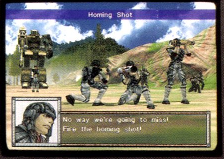
リングオブレッド
RING of RED™



Some games recreate a battle.

This one recreates history.





No way we're going to miss!
Fire the homing shot!

Following WWII, Cold War tensions have peaked. The Soviets and Allies have divided Japan and war has broken out. As leader of the Allies, you'll command squadrons of troops and giant mechs through intense 3D firefights in a real-time battle-action system. Enter the Ring of Red, lead your men to victory, and change the face of history.

PlayStation®2

TEEN T CONTENT RATED BY ESRB
Animated Blood
Animated Violence

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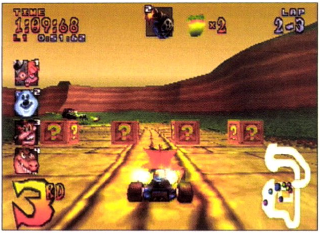
PLAYABLE DEMOS

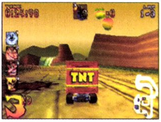
CTR: Crash Team Racing

While Squaresoft's Chocobo Racing was a cute little game and all, it was never a worthy answer to the well-established king of kart racers (we won't mention its name, you should know what it is). Crash Team Racing was the first outstanding kart racer to grace the PlayStation, and regardless of your opinion of licensed kart racing (South Park, Muppets, Woody Woodpecker...the list goes on), it was a heck of a lot of fun.

In the demo you can only race as Crash, but he's an all-around type of character, so everyone has a fighting chance to win. Watch out for the 90-degree turns near the beginning of the track. You'll have to time your powerslides (R1 to jump, then turn) almost perfectly to avoid ramming into the barrier walls. Also, try to stay away from the piranha-type plants and the TNT boxes—a lot of valuable time is lost recovering from either hazard. If you find yourself lagging behind, try jumping near the apex of an elevation on the course. Timed right, your landing will be accented with a quick speed boost. And it should go without saying, try not to fall off the side of the track (you'd be surprised how often it can happen).

If you enjoy the demo track, make sure to check out the full game. There are quite a few more features, including the four-player battle mode. And really, what's a kart racer without a battle mode? Why, it's no kart racer at all. It's been out for a while, but Crash Team Racing is sure to be viewed as one of PlayStation's classic games.



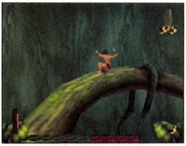


△	TOGGLE MAP	L1	JUMP
☐	BRAKE	L2	CHANGE VIEW
○	USE ITEM	R1	JUMP
✕	ACCELERATE	R2	USE ITEM

PLAYERS: **1–4** • AVAILABILITY: **NOW** • DEVELOPER: **NAUGHTY DOG** • PUBLISHER: **SONY CEA** • GENRE: **RACING**

GOODBYE CRASH?

He was supposed to be to the PlayStation what Mario is to Nintendo and Sonic to Sega. Unfortunately, Crash never quite reached the same levels of recognition. At least he was exclusive to PlayStation! No more though. The company behind Crash, Universal, has announced that the world's most popular bandicoot will no longer appear solely on the PlayStation. As odd as it sounds, Crash Bandicoot will be competing for play time with Mario on Nintendo's next console, as well as on newcomer Microsoft's Xbox. While this means that all seven people who don't own a PlayStation will now get to enjoy Crash games, it also means no more amusing television commercials featuring Crash harassing Nintendo HQ. Alas.



Disney's Tarzan

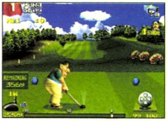
ME PSYCHIC.
YOU JANE.
OLDER DISNEY GAME. STILL FUN!
SLIDE DOWN VINES. BONK HEAD.
THROW FRUIT. HURT LEMUR.
JUMP ON RHINO BACK. WOO!
COLLECT MAP PIECES. MORE POINTS.
NO LIKE PAUL SIMON. MAKES SLEEPY.
DAMN FROGS! USE KNIFE! KILL FROGS!
YOU HAVE PRETTY HAIR.

△	THROW	L1	USE KNIFE
☐	THROW	L2	SWITCH FRUIT
○	POUND	R1	USE KNIFE
✕	JUMP	R2	SWITCH FRUIT

PLAYERS: **1** • AVAILABILITY: **NOW** • DEVELOPER: **EUROCOM** • PUBLISHER: **SONY CEA** • GENRE: **ACTION**

Hot Shots Golf 2

From the "just in case you missed it" department, here's a friendly reminder: Hot Shots Golf 2 rocks. It's the most entertaining golf title this side of Golden Tee, and you don't have to sneak into a bar to play it. It's remarkable how a game with such a simple and intuitive interface can capture the complexities of golf—much less make it fun. Grab a friend and tee off.



△	CAMERA	L1	SWITCH CLUB
☐	SWITCH MODE	L2	TOGGLE VIEW
○	CAMERA	R1	SWITCH CLUB
✕	SWING	R2	RESET VIEW

PLAYERS: **1–4** • AVAILABILITY: **NOW** • DEVELOPER: **CAMELOT** • PUBLISHER: **SONY CEA** • GENRE: **SPORTS**

Grind Session

Believe it or not, spring is just around the corner, and soon it will be time to pack away the snowboard and bring out the trusty skateboard. While waiting for the last of the snow to melt and the birds to start chirping again, get back in the skating frame of mind with our Grind Session demo. The controls are pretty much the same as that "other" skateboarding game (we wrote them down in case you forgot). The first level is a two-minute free-for-all; get enough respect points and you'll open up the competition level. The days are getting longer and the girls are wearing less: It's time to skate.

△	GRIND	L1	SPIN LEFT
☐	FLIP TRICK	L2	NOT USED
○	GRAB TRICK	R1	SPIN RIGHT
✕	OLLIE	R2	SHOW LINES

PLAYERS: **1–2** • AVAILABILITY: **NOW** • DEVELOPER: **SHABA** • PUBLISHER: **SONY CEA** • GENRE: **SPORTS**

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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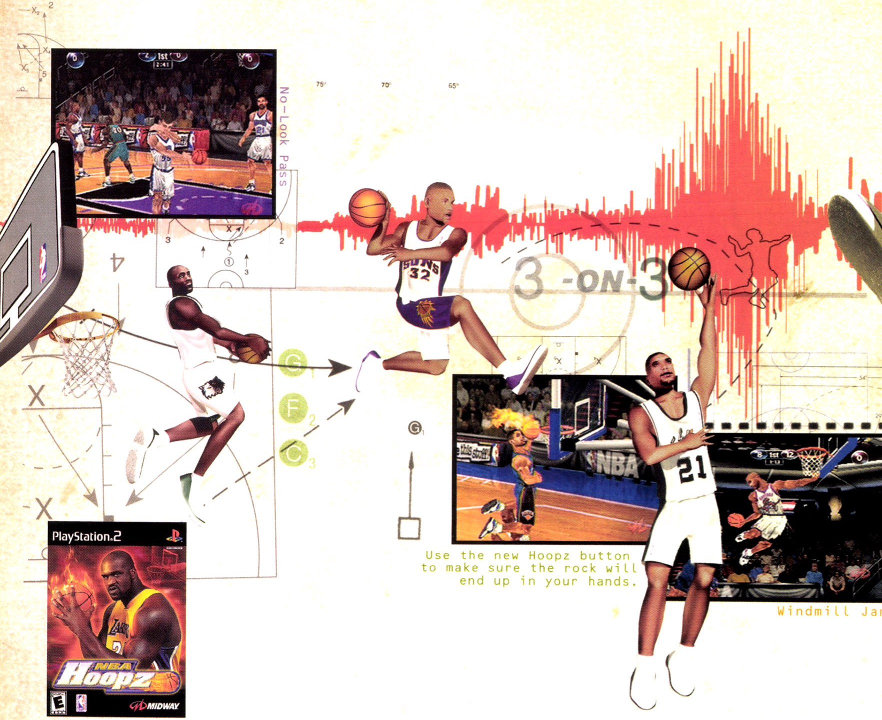
TRY THE RICHTER SCALE.



Use the new Hoopz button
to make sure the rock will
end up in your hands.

EVERYONE E CONTENT RATED BY ESRB

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Dreamcast™

GAME BOY COLOR

PlayStation.2

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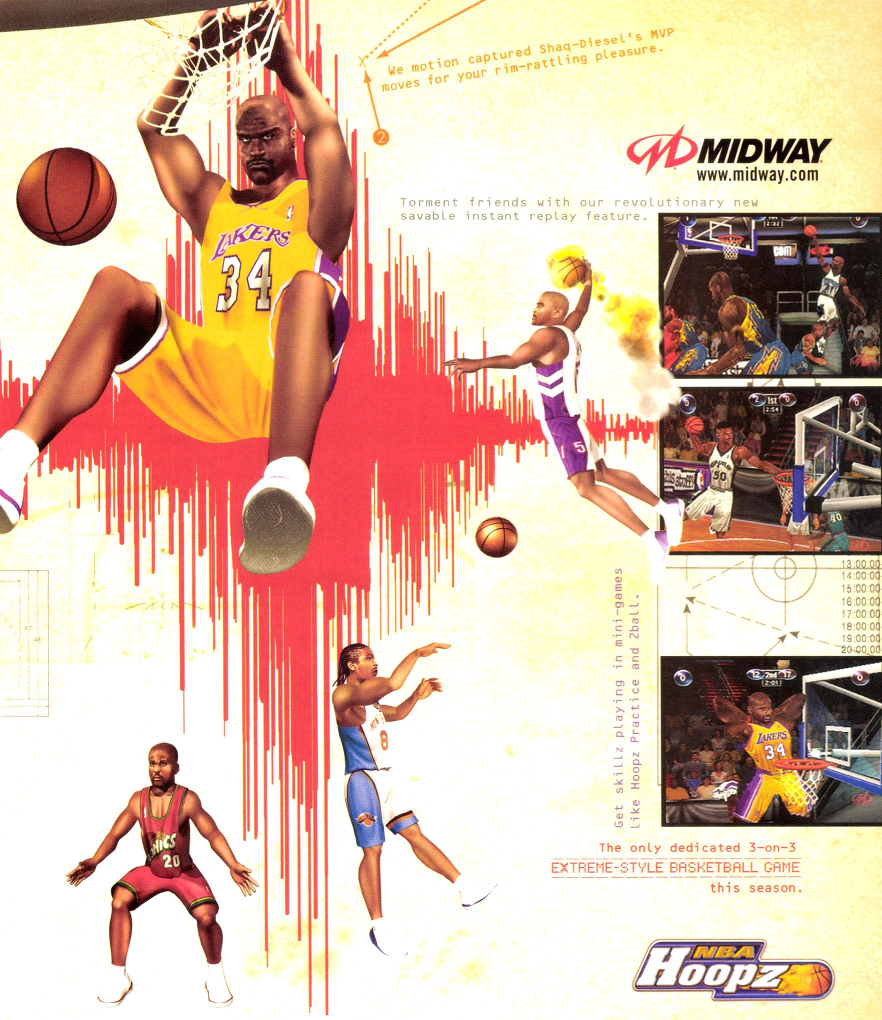

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TRICKS & STRATEGIES FOR PS ONE AND PS2
Official U.S. PlayStation Magazine
OVER 40 PS2 PREVIEWS
Hideo Kojima
Metal Gear Solid
Z.O.E.
PLAYABLE DEMO DISC

LETTER OF THE MONTH

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box Of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. But nothing too insanely challenging, of course. No one wants that!

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Fear and Self-Loathing

I just played a game that scared the crap outta me. It wasn't Resident Evil. It wasn't Fear Effect. It was...Medal of Honor Underground.

All right, you can stop laughing now. I don't care what anyone says. The game's atmosphere is good enough to make me wet myself so much it would look like I was standing in a pool. The music is creepy enough to—never mind.

I was playing the Valhalla level. Everything about it freaked me out, from the paintings on the walls to the Nazis in knight armor. The castle was creepy and desolate (until you run into Nazis), and I was reminded of the scary movie *The Shining*. Once, I swear it, I had to pause the game, turn on the lights, and convince myself it was just a game. I couldn't see one armored Nazi, but I heard the clanging sound of the armor. After I calmed myself down, I found him waiting around the corner. I shot off the thing covering the guy's face and found him grinning in a way that almost made me scream like a little girl. I'm serious, I got goosebumps.

I haven't been as scared of a video game since I met the Licker monster from Resident Evil 2.

The point I'm trying to make in this humiliating letter is that Medal of Honor Underground's atmosphere and music are wonderfully chilling. It's one of the best games I've ever played, and I strongly recommend this game. I think your December issue's review was right-on.

John Stoltzfus
Christiana, PA

OK, that's it—I'VE HAD IT!! I haven't written any magazine about anything in years, but I just can't take it anymore!!!

I've seen you guys mention it about Smuggler's Run, and I *more* than agreed with you—but I have to say the same about Midnight Club: Street Racing as well. WHY DOES IT HAVE TO BE SO FREAKING HARD?! WHY?! I mean, would it be too much to ask to have them implement a difficulty system within the game?

I have spent more time playing these two games than any others out right now for the PlayStation 2, and don't get me wrong—I love 'em! But, they are SO incredibly hard that I don't think I, or my controller, for that matter (nothing's rattling loose in it just yet from my hurling it as hard as I can into the floor), can take it anymore.

Seems they came up with difficulty settings years ago for games, so what's up with Rockstar Games and Angel Studios? Would it really have been too much trouble to add that into these two incredibly great, and INSANELY difficult games?! No, I think not.

I might add that I am writing this just after trying my damnedest to beat out the cops in that "I smell Bacon" race in the Head-to-Head mode of the game. I have pretty much all the vehicles available, but I can't seem to even reach the finish within the allotted time for that particular race. I always get SO close and I weave in and out of all those cop cars with extreme perfection—but it's NEVER quite good enough.

DO I STAND ALONE IN WONDERING THIS?!

staind_facade@juno.com

Hey, take it easy! We're right there with you, brutha. Nothing is more frustrating than needlessly insane challenges—especially when you don't get any decent rewards from beating an impossible level. And you make a great point about the lack of difficulty levels in certain games. For other frustrating problems, check out "Things We Hate About Gaming," which ran in last month's issue. And be sure to send us your complaints and quibbles (mark the e-mail "Things We Hate"), so we can run them in future issues.

If the Minivan's Rockin', Don't Come Knockin'

I have some questions about the PS one. When the special monitor comes out, will it be able to support Namco's awesome Guncon? What about the multiple player excitement of the Multitap? What about the arcade realism of the specialized steering wheels? What about that goofy dance pad that comes with that Jungle Book game? Can all of these be used *in the car*? Because if so, I'll turn my dad's minivan into a mobile PlayStation party!

Michael Murphy
North Wilkesboro, NC

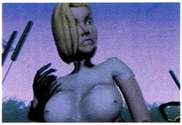
Yes to everything but the Guncon. So party on, Michael. And stay in school...and don't do drugs...and eat your vegetables, especially broccoli.

Hot New Console

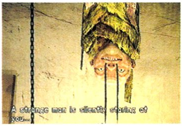
I recently discovered that besides being able to play the coolest games, DVDs and so much more, the PS2 has yet another great feature! If you place your hand behind the console when it's turned on, you can feel a nice flow of heat being channeled out the back. So when I'm playing late at night, in

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off and roll under our desks. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**.



WINNER!
"Did that count as one wish or two?"
Matthew & Nichole Linford
nlinford@earthlink.net



NEXT MONTH
Think of something that'll make us flip upside down with laughter, and you might be our next winner.

our very cold house, I close the doors to the small room where the PS2 is displayed and it gets nice and warm. Aahh...I love PlayStation 2!
gamespell@juno.com

With gas prices soaring this winter, the PS2 might be the perfect solution to high heating bills. Thanks for the tip!

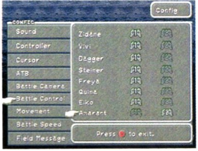
Puzzled by PocketStation

I just got a new PocketStation for Christmas, but I don't know how to use it or which games to use it with. Once I got into the box I noticed that the instructions were in Japanese. Now, I can't read Japanese, so I went on the Internet to look for some English instructions, but didn't have much luck. What I did find was that many people have the same problem as I do: They don't know how to use it or which games support it. Can you help me?
Yuri T. Lortscher
threebrothers@expertcanmore.net

Wow, Yuri. That's pretty hardcore of you. But here's the thing: The PocketStation, which was originally planned for a U.S. release, is no longer slated to come over here. So what you're stuck with is a Japanese peripheral that's not supported by many U.S. games. A scant few U.S. games do include PocketStation minigames, like Final Fantasy VIII and RayCrisis. But it's basically more of a nifty collector's item than a useful gadget. If you really want to play with it, you might want to try importing some Japanese games—but you'll need a Japanese PlayStation. Good luck.

Double Your Final Fantasy Fun

I read your review about Final Fantasy IX and I have to agree with you that this game kicks *(explicit word here)*. Anyway, you guys left something out: You can play with two players! What you do is go to Config on the Menu screens and go to Battle Control.



Switch it to Custom and there you have it—you can be Zidane while your friend can control Steiner.

Now don't take offense. I'm not calling you guys stupid or anything. I'm just saying you overlooked something. Hell, I might even be the stupid one for not realizing that you guys already caught this. Anyway, you guys rock!
Steven Preston Wise
Mineral City, OH

No offense taken, Steven. You're right—we totally overlooked this. The funny thing is, the two-player support isn't even mentioned in FFIX's manual. A nifty little extra, indeed. We could do without the suggestion that we're stupid, though...Sheesh!

Type III Meltdown

Despite all the raves I have given the PS2, I was very concerned about not having a Type III PCMCIA card slot. All the pictures you have in your magazine show us the Japanese machine...this isn't the same machine at all. The vent slots only go up half the height of the machine; mine goes from bottom to top. When I asked about the PC card slot, the representatives at Sony didn't have a clue what I was talking about. I am a technological freak. I wanted to take the ethernet card from my laptop and stick it into the PC card slot on the PS2, but there is none. (Unreal would be awesome online.) This location in the U.S. PS2 is for the hard drive. Also, there are many different computer mice on the market. This is great for Unreal Tournament, but WATCH OUT! These say PS/2 compatible! This is for the "PS2" port for a computer, NOT for the PlayStation 2. These are not a USB type of connection that a PlayStation 2 uses. Those are the only rants I have for the system. The rest are all raves. RD RAM, 6.2 Gigaflops, DVD...Firewire is probably the coolest thing about this little number cruncher!!!
Jason Kelly
richierich80@hotmail.com

You're right, the PCMCIA slot has been removed, but in its place is a big empty bay with a cover on it. This is for the addition of the hard drive adapter that Sony is expected to announce soon. While no official specs have been released, we do know that this add-on WILL include some sort of network adapter for online play; it's expected to be a straightforward Ethernet card, in fact. But don't worry; until something of this sort is released, you won't be missing out on any online play, because no one's going to start developing software to support online until the specs are released.

Give Me Crazy Taxi!

There was an article in *OPM* 41 saying that Sega is seriously thinking about going software-only and selling titles such as Crazy Taxi to Sony. OK, I have something to say for the ladies and gents down at Sega. I personally think that if they sell some of their titles to Sony, they could make more money than they made from the Dreamcast. I need Crazy Taxi to come to the PS2. It is my favorite arcade game of all time! Every time I'm at the arcade and race for Crazy Taxi, there's always a line of at least seven to 10 people in front of me. If Sega would sell their best titles to other game companies, they could really get their money problems out of the way. Seriously.
David Brecka
Baltimore, MD

We totally agree. Seriously. Sega's got some of the best internal development teams in the industry, and some fantastic properties. We'd love to see their games on the PS2.

GUARD
DIAN WEI
6 K.O. COUNT

QUESTION OF THE MOMENT

This month you tell us which PS2 games you'd like to see online. Next month, tell us what you think of all the video game movies coming out. E-mail your thoughts to OPM@ziffdavis.com. Mark your notes VG MOVIES.

Tekken Tag Tournament, because all different people could fight each other and you would find out who the real champ is.
Hogie276@aol.com

Dynasty Warriors 3! Imagine entire campaigns where you and some guy on the other side of the country worked together to kill 1,000 guys each in a battle.
Craig White
Omaha, NE

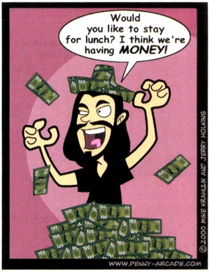
If Madden doesn't go online soon I'm going to hurt someone. All my Dreamcast friends always laugh at me.
Darrold Pennister
Oakland, CA

BRITNEY'S CORNER

I just read in last month's letters that Stepping Selection won't be coming over here. What a gyp! Is there anything you guys can do about it? How about a petition or a letter-writing campaign? C'mon, OPM, I need my Britney!
superhotmonkeylove@hotmail.com

Looks like there's not a good golly gosh-darn thing we can do about Stepping Selection. Might be a good thing, though, as it's a pretty bad game, so you're not missing much. Still, since we love our readers so much, we offer you yet another delectable shot of Britney Spears. We aim to please!

photo by AP Photo/Suzanne Plunkett


Would you like to stay for lunch? I think we're having MONEY!
©2000 MIKE KRAHULIK AND JERRY HOLKINS
WWW.PENNY-ARCADE.COM

Leaping to Lanning's Defense

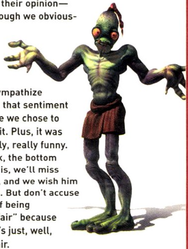
I just got my copy of your great mag today, and what did I see? A COMIC PORTRAYING LORNE LANNING AS A MONEY-GRUBBING SLEAZE-BAG! OUTRAGEOUS! Under an article on page 64 (*OPM* 40) about the Oddworld move to the Xbox is a horrible comic that portrays Lanning as a sellout! This is how it goes: Reporter: "What prompted the X-box exclusive for Munch's Odyssey?" Lorne:"We think the X-box is a superior development platform. And I've always really liked fat sacks full of cash money. Do you like my hat? It's made of MONEY! Would you like to stay for lunch? I think we're having MONEY!"

I am shocked at this. Oddworld has been Lorne's dream for a long time. He wants the best for this dream. And going to a system that can make his creation even better is no reason to be called a sellout! Lots of companies do this sort of thing every day! And do I see comics showing them swimming in a pool of money? NO!

It makes me sad to see that you have to do this kind of thing just because you don't like the Xbox. The Oddworld games have been on computers; does that mean that computers are bad, cheap "systems"? Are you saying that finding a way to make a good game great means becoming some sort of stuck-up ego guy? I really think it is unfair to put this kind of thing in your mag just because you think Oddworld is going to the "dark side."

Diane Stine
rabourn@redshift.com

Now, now, Diane. Let's get real here. First off, we have nothing against the Xbox, and welcome competition in the games industry. Without it, after all, our favorite industry might stagnate and innovation would grind to a halt. And hey, some of us are even thinking about purchasing Microsoft's system just to play this game! Next, if you read the news story, you'd find a very fair treatment of the item, presenting all sides, including a comment from Lanning himself. As for the "OUTRAGEOUS" cartoon, that was penned by our good friends over at Penny Arcade, and was their opinion—although we obviously sympathize with that sentiment since we chose to run it. Plus, it was really, really funny. Look, the bottom line is, we'll miss Abe, and we wish him well. But don't accuse us of being "unfair" because that's just, well, unfair.



THE SOAP BOX

"Look, I crave a PS2. I just can't afford to invest in a big, bad bundle deal. Arghhhhhh!"

I came this close to finally buying a PS2. Twice now, in fact.

So what, pray tell, stopped me from getting my hands on this fabulous piece of machinery? The simple fact that I didn't have a whopping $500 to spare.

Yes, yes, I know the PS2 is supposed to sell for $299. But both stores that happened to have them in stock where I live would only sell me the system in some loony, asinine, utterly unfair bundle deal. Look, I don't want Fantavision! I don't need that extra controller right now! I don't care about some crappy third-party DVD remote! And I certainly don't have time for any more DVDs (I've already got a substantial collection). Yet all that stuff and more was forced on me if I wanted the privilege of buying a PlayStation 2.

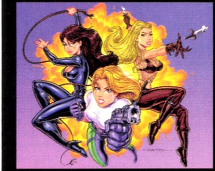
Look, I crave a PS2. I just can't afford to invest in a big, bad bundle deal. Arghhhhhh!

Stewart Smink
Chicago, IL

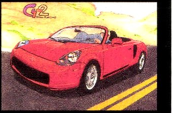
Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX

The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Phillip Hom, for his very impressive depiction of the lovely (but gassy?) Danger Girls.



Phillip Hom
Calabasas Hills, CA



Ernesto Elias
Washington, D.C.

QUICK HITS

NYAH NYAH

Doesn't it piss you off when some people say that you "just play games" for a living?

Frank Natera
franknatera@lycos.com

Nope. Because we get to play games for a living and they don't. So there.

DAMN THOSE GOOKINGS!

Who here besides me wants to sue the makers of Breath of Fire IV? They made it impossible to get a GooKing Sword from that %$##@ GooKing!

masterknight@Stories.Com

HUH?

You only have Play games on your disc (good ones at that), where are all the PEST demos??? GET, MUG,!! There are tons of PEST games out there in development that you could start giving us a taste.

Don Nelson
MyPTCruiser@hotmail.com

Just what do PEST demos taste like?

GITA SLOUKJI'S MOST WANTED

1. Final Fantasy X
2. Final Fantasy XI
3. Gran Turismo3
4. The Bouncer
5. Chrono Trigger
6. Final Fantasy VI
7. Driver 2
8. Dino Crisis 2
9. Tomb Raider Chronicles
10. Metal Gear Solid 2

E-mail your most wanted list to
OPM@ziffdavis.com
Mark the subject MOST WANTED.

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules
1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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BANDAI®

PlayStation®

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGITAL DIGIMON MONSTERS

DIGIMON WORLD

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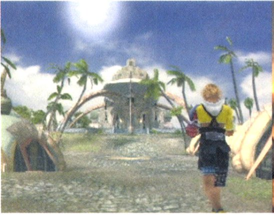
TEEN T CONTENT RATED BY ESRB Comic Mischief



僧官：召喚士とは……神秘のわざで
我らエボンの民をお守りくださるお方

FINAL FANTASY X

Square's pinnacle RPG series steps into the next-generation of video gaming

The rebirth of Final Fantasy is upon us. Every few years marks a generation jump for Square's flagship series. When it leaped from the Nintendo Entertainment System to the Super Nintendo, we were treated to much more detailed graphics and higher-quality soundtracks. And years later, when the series jumped to the PS one with part VII—well, we all know how much of a giant upgrade that was. Backgrounds consisted of highly detailed CG rendered environments, with 3D characters overlain, and music approached CD quality.

Now, four years later, the series is about to make yet another generation jump—this time to the PS2. And if early screens and information are any indication, we're in for an incredible ride.

Originally planned to be the testing ground for Square's PlayOnline service, Final Fantasy X has now become an entirely offline experience. Square had planned for gamers to connect to PlayOnline in order to receive hints and information, but the service was delayed. Square has adjusted the game to play more like the previous incarnations. Part XI, due to hit the U.S. in 2002, will now be Square's move into the online world.

Marking a return to the more modern settings found in parts VII and VIII, FFX takes place 1,000 years after a great terror arose from the deep. Much of the world is submerged in water, which plays a major thematic role in the game. At some point, you and your party will journey across the sea in search of The Kingdom of the Sun.

The game's main characters (designed once again by Tetsuya Nomura, of VII and VIII fame) are Tidus, the sword-carrying hero sporting a yellow shirt and blue overalls, and Yuna. Both are 17 years old, and early rumors suggest that a love interest exists between the two. In one of the early trailers shown for the game, Tidus says to Yuna, "The beginning has ended and now the end is near. This might be the last time I see you, so I should probably tell you everything." Whatever that means...Two other characters, both believed to be playable, are named Kitt and Hayate. We've also heard Tidus has a mysterious rival named Ryogo, although he may also play a role within your party during your quest.

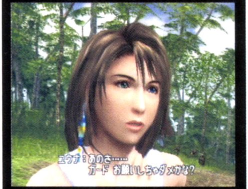
This time around the game will be generated entirely in 3D, instead of using prerendered backgrounds found in the past three editions. However, there will still be CG movie sequences to illustrate key events. As in The Bouncer, the FMV will make use of Dolby Digital 5.1 sound. FFX will also use voice-acting—a first for the series. One known voice-actor lending his talents (at least for the Japanese version) is Akira Ishida (Fisheye in Sailor Moon and Alex in Lunar). He'll provide the voice for Tidus. Other actors will likely be revealed soon. There's no word yet on how much speech will be in the game, but we're assuming it'll be mainly limited to FMV and momentous battle sequences.

Extremely little is known about gameplay so far, although it has been revealed that characters will possess magic and will use magic points during battles. Also, early indications point to your party being limited to three characters at a time.

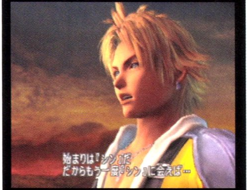
Although FFX hits Japan this spring, U.S. gamers will have to wait until the fall to get their hands on it. We'll be sure to keep you updated with all the latest.

FINAL FANTASY X™
ファイナルファンタジーX

SAY HELLO TO THE NEW CAST



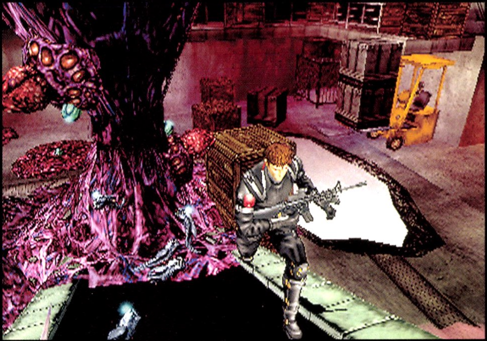
YUNA
Filled with fierce determination, the water goddess Yuna is daughter to the High Summoner Braska. She fights with a staff.

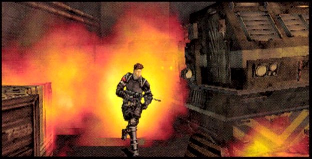


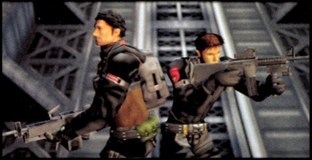
TIDUS
An optimistic, unfaltering sportsman with a will to win, Tidus is a competitor in the underwater sport "Blitzball." He carries a sword.

SING IT, RIKKI!

Those of you who read our interview with Final Fantasy music composer Nobuo Uematsu last month should know that he's currently hard at work on FFX. He recently announced that popular young Japanese folk singer Rikki Nakano is singing the lyrics to the main theme songs in FFX. Also, the lyrics for the main FFX theme were penned by FFVII scenario writer Nojima Kazunari.

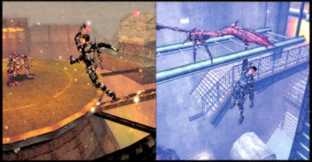


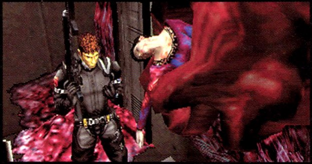




SONY'S NEW EVIL

The next level of survivor horror



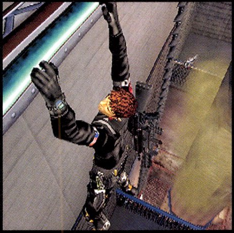


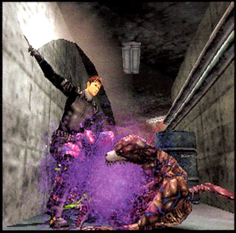
Fans of gory fear-inducing games like Resident Evil and Silent Hill have something different to look forward to later this year. Sony has a new PS2 survival horror game in the works titled Extermination, and as you can see by the accompanying shots, it's looking incredibly frightful. Developed by a new outfit called Deep Space—a combined effort between Sony and Whoopee Camp (known for Tomba)—the game's team has a distinctive pedigree, as it includes several members who've previously worked on the Resident Evil series for Capcom. What's more, Extermination's producer, Tokuro Fujiwara, also produced the original Resident Evil. The game is said to play out as a virtual action movie, and it shares some plot similarities with John Carpenter's epic remake of *The Thing*.

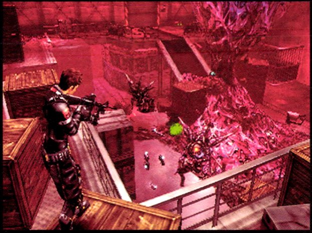
Extermination is set in the year 2005, in the dead of winter. A state of emergency is declared at a U.S. military base stationed at the South Pole. A special U.S. reconnaissance team named Red Light is called to the facility, but before they reach the base, its transport inexplicably explodes. All but two of the team members die in the accident, and those sole survivors eventually find their way to the troubled base. After sneaking in through a ventilation duct, the two are left to figure out what the heck happened—and then have to hightail it out of there. As you can imagine, all sorts of nasty creatures now inhabit the base and are hell-bent on inflicting icky death upon our heroes.

Extermination's gameplay is said to be very similar to the Resident Evil series (no surprise there!), but a greater emphasis will be placed on action. Fujiwara told us that there will be plenty of "panic situations" meant to frighten players.

Extermination will release in Japan this March. Sony CEA has the game slated for a U.S. release sometime later, but has yet to decide on a specific date. We'll have lots more on this would-be Resident Evil–slayer in the months to come.







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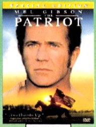
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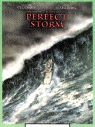
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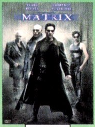

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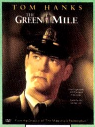
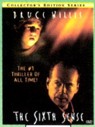

TOM HANKS
THE GREEN MILE
2467009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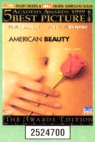
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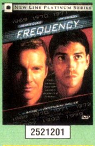
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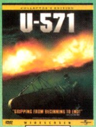
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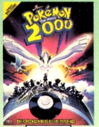
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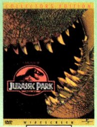
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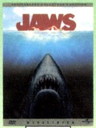
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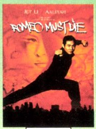
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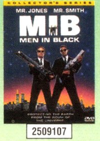
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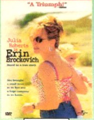
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Animated Violence
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PlayStation

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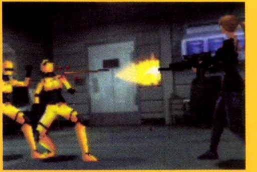

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Replay Values

As the popularity of purchasing used games grows, so do your buying options

FINAL FANTASY TACTICS
PlayStation
SQUARESOFT
DRAGON BALL GT
PlayStation
BANDAI

Cruise into just about any video game store these days and you're bound to come across them—those poorly organized, non-shrink-wrapped titles that often seem to serve no other purpose than cluttering up shelf space.

Upon closer examination, however, you make a startling revelation. Final Fantasy IX is $5 cheaper than it should be. Gran Turismo is only 10 bucks. And there's Silent Hill for $15—they don't even manufacture that one anymore!

You've discovered the used games section, and the way you buy games is about to change forever.

OK, so maybe that's a bit of an overstatement. Still, the current trend toward used games is something that cannot be denied. Whether you're scoping out a traditional brick-and-mortar store or taking a peek online, previously owned discs are bigger now than ever before.

"All signs are that the used game market will continue to rise, as production of new games and consoles shows no signs of slowing down," says Mike Farago, product manager of a new used-gaming site called Playcycle.com. Farago estimates the "value-priced" segment of the market (including newly reissued titles along with used ones) at $1.3 billion.

But as with anything that's had prior ownership, you should know a few things going in—where to buy, what to buy, how much to pay. What follows is a guide to four of the most common methods of purchasing used games, complete with the advantages and disadvantages of each, as well as a few handy buying tips.

WHY BUY USED?

- **Generally cheaper than new**
- **The only way to find some out-of-print games**

WHY NOT BUY USED?

- **Game could be scratched or otherwise damaged**
- **Cash doesn't go to publisher, which could use your money to better its future games**
- **Instructions and/or box are often unavailable**

Online Video Game Stores

Used GAMES!
NINTENDO SEGA 3DO JAGUAR SONY SATURN

Reliability: *Moderately high*

You live in Bucksnort, Tenn., but you can only find that copy of Big Bass World Championship you've been craving on the Web site of a store based in Walla Walla, Wash. Of course, it too is probably a brick-and-mortar store like the one in Nashville that keeps telling you they'll call you if it comes in. So the odds are in your favor that they're likely to try to help you out as quickly and efficiently as possible.

But you still might face a higher price than you would like to pay, and not being able to test the game out beforehand is a bit of a risk. Still, good business dictates that you'll be able to return any defective item through the mail for a refund. However, like trading in games through the mail (which you also can do through most online stores), it's just kind of a pain.

Also realize that some stores might be less than on top of things when it comes to updating their sites, and inaccurate, outdated prices are always a possibility. Or, even worse, that Big Bass might have swum away to some guy in London, Ark., months ago.

Your Local Video Game Store

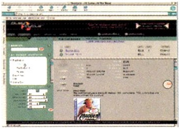
Reliability: *High*

If you're near a city of any significant size, you're bound to find at least one store in your area with a decent selection of used games. Take a look at Electronics Boutique or Babbage's in the mall, FuncoLand in your local shopping center (it actually specializes in used titles), or the previously viewed bins at your local video store. Many towns even have a few locally owned mom-and-pop joints; you might end up paying more at them, but the typically better customer service might just win you over.

One huge advantage that brick-and-mortar stores have over online purchasing methods (the other three, as you may have noticed) is the fact that you can actually *see* the product before you purchase it. Look over discs for scratches, and ask to test them out on one of their systems if you have any doubts—most stores have no problem with this.

Of course, the only way a store can maintain an inventory of used games is if people like you have something to trade for them. You likely won't get nearly what you paid for that copy of Irritating Stick, for example, but if it's just sitting there collecting dust, you might not mind getting a few bucks of credit toward that MLBPA Bottom of the 9th '97 you've been craving lately. Watch out for higher-than-they-should-be prices on some used games, though—locally owned stores are particularly notorious for selling copies of Rampage Through Time for $29.99 when chain stores like Best Buy have it new for $5 less.

Online Auctions



Reliability: *Moderate*

In many cases, you can find just about anything you desire on sites like eBay and Yahoo! Auctions. But, in the case of such online auctions, finding what you want and getting what you want might not necessarily work hand in hand. First, there's the matter of paying a reasonable price. Often, sellers might start the bidding at a lower price than they'll actually sell it for. It's not until the item reaches this set "reserve price" that they are actually committed to selling it.

Plus, while you might find $30 to be a reasonable price for the original Beast Wars, someone else might be just as insane. Before you know it, the two of you are in a bidding war, and you're up to $53.64 when you know you can only afford $40.08. Then you win, and you're forced to wonder where you'll come up with that extra $13.56. Quite the conundrum.

Finally—and this is your biggest concern—you've probably never seen, let alone met, the seller. While most are indeed as reliable as they're hoping you to be, there *are* those deadbeats out there who might not care about getting your product to you, even once they've cashed your check.

In order to make sure you're dealing with a reputable seller, check the feedback left by others who have dealt with him. If you don't like some of the negative comments that wackymoth69, HagarsLunch and smokinPopeye12 left for m0byDickfan, then by all means, don't bid.

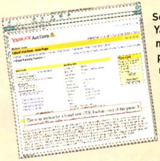
Of course, there are those sellers who have no feedback yet because they're entirely new to the whole auction thing. Treat them like a new friend: Send a chatty e-mail about how much you've desired to control Optimus Primal for years now, and see how they react. If they respond in a way you'd like, you're probably OK.

Online Trading Boards

Reliability: *Moderate*

Some Web sites serve as boards that allow you to sell or outright trade used games with other Net surfers. Once again, you probably have no idea who you're dealing with, so taking cautionary measures is advised. Get to know that girl offering up her Eggs of Steel and Yo! Noid NES game before you send her your once-beloved Family Game Pack. You might also find a few new online friends via this medium, as they're all likely to be quite the gaming enthusiast, just like you.

DON'T GET BURNED



See that $5 copy of Final Fantasy Tactics on Yahoo! Auctions? A good deal, huh? But look more closely and you'll see that the seller is peddling a "backup" copy. In other words, it's merely a burned copy of the game, and you'll need a PS one with a mod chip in order to play it—not to mention the fact that buying this or any other "backup" is illegal if you don't actually already own the game. Such questionable items for sale are less common than they used to be, but you'll still see them often. Buyer, beware.

RARE GAMES TO LOOK FOR

These aren't all necessarily good...they're just only available on the used market. **Armored Core games** • Beast Wars • **Bust-A-Groove** • Ghost in the Shell • **Jumping Flash games** • Lunar: Silver Star Story Complete • **Mace** • Marvel Super Heroes Vs. Street Fighter • **Monster Rancher** • MTV Music Generator • **Namco Museum Vol. 2** • Ogre Battle games • **Point Blank games** • Raiden Project • **Riven** • Silent Hill • **Skull Monkeys** • Theme Hospital • **Xenogears**

GONE BUT NOT FORGOTTEN

After several years without a rerelease, many games are highly sought after and therefore even pricier than some of the hot new releases out there. Here are three of the most noteworthy titles.

DragonBall GT Final Bout

Bandai, 1997

Admittedly, we aren't the greatest fans of *DragonBall Z*, the cheaply animated Japanese anime series that airs daily on Cartoon Network. But it does have a strong legion of fans, many of whom are willing to shell out over $150 for this fighting game. Still, even the staunchest of DBZ fans would be hard-pressed to find any enjoyment in Final Bout, which we generously granted a two-disc rating.

Final Fantasy Tactics

Sony CEA, 1998

Soon after Final Fantasy VII revolutionized the PS one RPG, Squaresoft's next project took the acclaimed franchise in another direction, creating a strategy game complete with chocobos, black mages, class systems and other FF staples. But good luck finding it. Though rumors suggest a coming rerelease, you can currently expect to pay in the $100 range for this one.

Intelligent Qube

Sony CEA, 1997

With so few good puzzle games out there, some fans of the genre have forsaken their daily dose of Mr. Driller in favor of paying upward of $75 to avoid being flattened by runaway cubes. When we originally reviewed it in November 1997, we were happy to see a puzzler that wasn't just a mere Tetris knock-off, despite its relatively short length—you can beat it in less than an hour!

Metal Gear Solid 2 demo update

Hideo Kojima recently stated that the MGS2 demo will represent 5 percent of the finished game, will have selectable difficulty levels, and will be approximately one hour in length.

ZOE FLOWER

PUTTING THE *PLAY* BACK IN PLAYSTATION

Recently, out of the goodness of my heart, I donated my old PlayStation to some dear friends who had expressed to me their interest in games. One a lawyer and the other a math teacher, both well on their way to successful careers—that is, until I came along with my "gift." I gave them one game to play, assuming they wouldn't have time to fit gaming into their very social schedules, as both were avidly dating and taking advantage of season's passes to their local snowboarding hangout. Last week, I decided to pay them a visit to see how much dust my old pal had gathered. It took me about 15 minutes before one of them answered the door, dressed in a dirty T-shirt and boxer shorts, unshaven and sadly pungent. I recognized the trance-like look on his face immediately. He was suffering from addiction in a bad way. His twitching and shifting eyes fixed on me briefly as he whispered, "Tony Hawk's Pro Skater 2."

Most of us can relate to this sad tale with past experiences. I myself stayed up for three days when I first received Metal Gear Solid, and played Tekken 3 until my thumbs were rubbed raw. How can they cram so much juicy gameplay into one title? What's this secret recipe that seems to elude all but a handful of today's games? We've all run home drooling from the local game store with pretty little packages, unwrapped them with an insatiable hunger, and dove into the first level, only to find a hollow and disappointing core. No warm, creamy caramel-filled center to indulge in, we retire the game on to the back shelf of mediocrity.

Sitting at my friend's home, nattering on about PlayStation 2 and the power of the "Emotion Engine," all my wisdom falling on the deaf ears of a man whose only goal in life has become to drain the fountain and finish the game at 100 percent so he can skate as Spider-Man, I began to realize that perhaps the key to better games isn't photorealistic 3D texture-mapped Z-buffered high-poly-count broadband-enabled anti-aliased graphics. Perhaps the pen truly is mightier than the source code and it's time to recall what drives us to play. We want passion before polygons! Finesse before framerate! Yes, we want immersive worlds and glorious graphics, but first and foremost we want to be able to PLAY.

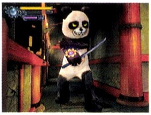
I believe PS2 holds the power to create games that can combine the best of both worlds, but I'm still waiting for a new spark of originality to revolutionize the system. Too many games today are weak iterations of their predecessors, repackaged and slapped with a 2 or a 2001 (or cleverly hidden under an X). Games like Driver, Gran Turismo, PaRappa the Rappa, Tony Hawk's Pro Skater and Metal Gear Solid pushed the envelope of the original PlayStation. I want to see the same innovation with the next generation of games, ones that will put the PLAY into PlayStation 2.

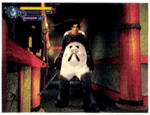
Zoe Flower is a presenter and producer for the Canadian TV show *Electric Playground*. She also is a designer for the show's Web site **www.elecplay.com**. She grew up in arcades and will kick your ass at Tekken.

Onimusha 2 Uncovered

Capcom hints at major sequel in 2002

Even though the first installment of Onimusha isn't even out yet, Capcom is already planning a sequel to the game for release in 2002. After playing through the original game, *OPM* has unlocked the secret trailer for the game's sequel. According to insiders at Capcom, Onimusha is the company's latest franchise, and several more installments will follow. Along with the trailer, *OPM* also unlocked a secret panda suit that you can use the second time through. Isn't it cute?





The Final Fantasy DVD

Square Pictures' Jun Aida has revealed intentions to release a special PS2 version of the *Final Fantasy* movie when it eventually hits DVD. According to Aida, the PS2-specific DVD could offer such revolutionary features as allowing users to edit and render scenes and backgrounds of the movie in real time. "With the PS2 being DVD compatible, we are working on a very interactive product," Aida said.

DATA STREAM

Interact With PS2

Interact Accessories has released two new peripherals to enhance your PS2 gaming. The first is the GameShark 2, the PS2's incarnation of the company's well-known cheat device. The second is the DexPort, which connects directly into the PS2's USB ports. The device lets gamers transfer save files from memory cards onto PCs, and the files can then be e-mailed to others.

More Cheapies

Under its A1 label, Agetec is bringing over several of the Japanese Simple 1500 line of games (a long-running series of value-priced titles for the PS one). With simple names like "Bowling" and "Snowboarding" (the two on the market as of this writing), these games will retail for $9.99.

Meet Sarah

Capcom is currently working on a new digital novel for the PS one entitled Bounty Hunter Sarah. Set in Neo Tokyo in the year 2026, the game allows you to take control of a rather attractive bounty hunter named Sarah. Her mission is to hunt down a mob leader. There's no word on a U.S. release yet.

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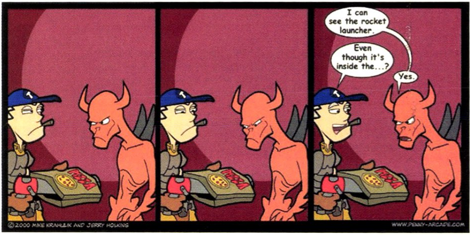
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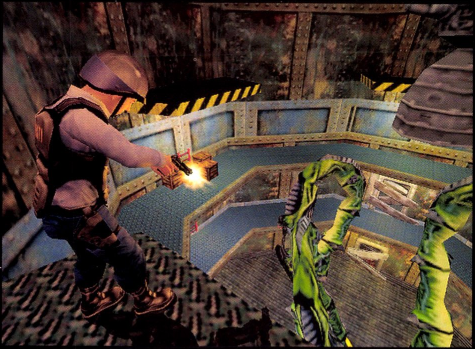


AN EXPERIMENT GONE WRONG

Taking place in an underground lab in Black Mesa, N.M., Half-Life allows players to assume the role of research assistant Gordon Freeman. When a hazardous experiment goes horribly awry, extremely lethal alien creatures are unleashed. Gordon must fend for his life while attempting to figure out what the hell happened.

HALF-LIFE EXPOSED

One of the highest acclaimed PC games of all time is headed for the PS2—and is getting a major upgrade. *OPM* brings you an exclusive first look.

Console ports of PC games are all too common with next-generation machines like the PS2. They're relatively simple to put together, and are often a quick and easy way for companies to rake in added profits off an already designed and developed product. And while this sounds like a blessing for the console gamer, who gets to experience products previously unavailable to him, it often isn't the case. Many PC ports end up being shoddy, stripped-down versions of their former selves, often due to developers not having the time to bring out the strengths of a console in order to create a product that equals the PC original. Games such as Unreal Tournament on the PS2 and Rainbow Six for the PS one were ported over in minimal time and not upgraded for their particular mediums. And it showed.

But for every bad PC port, there seems to be an equal number of PC translations that are treated with the respect they deserve and end up being great console counterparts. Take, for example, Quake II for the PS one. It was a seemingly impossible game to faithfully translate to console, but developer Hammerhead was able to create a stunning (for the PS one) graphics engine and included new multiplayer modes. Sure, it couldn't match the PC original, but what the developers managed to pull out of the PS one was excellent.

And now we've come across a new PC-to-console port that's shaping up to be this year's Quake II—and much more. It actually may be even better than the PC original. Not only are the developers taking their time to ensure its quality, but they've also worked at learning the platform in order to bring the best out of it. Moreover, they've created all-new missions and modes for the PS2 incarnation. These developers are known as Gearbox Software and their product is Half-Life, lauded by many as the PC's finest game of all time. If early indications are anything to go by, this will be one to keep an eye out for.

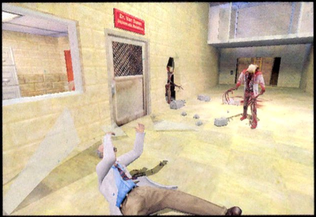
The Background

Those of you who've never heard of Half-Life, listen up. Developed by Valve and released on the PC in 1998, Half-Life quickly became one of the most widely praised games of all time. While screenshots would have you believe it's a first-person shooter in the vein of Doom or Quake, it's most definitely not. Half-Life's appeal lies in its incredible storytelling and immersive action. The game certainly doesn't skimp in the areas of fancy weaponry and great shooting action, but what Half-Life does that the others don't is envelop the player and take hold of his senses in ways few games have before. Basically, Half-Life is the PC equivalent of Final Fantasy, Metal Gear Solid or Zelda. And now it's headed to your PS2.

The Development

"Work began immediately when we received our Sony development tools in April of last year," Gearbox Studios co-owner Randy Pitchford told us. Ever since, the team has been working around the clock to get the game ready for its release in the second quarter of this year. With this healthy development cycle (especially for a port), the team has spent much time trying to bring the most out of the PS2 hardware.

"As with any platform, there are always tricks to be learned," says Pitchford. "Most of the PS2 developers out there are still relatively inexperienced with the system and are either developing or coming off of the first generation of software. At this stage, there are tons of discoveries. We seem to have had some lucky timing with our development in that we get to learn from the stuff that's been done, but beat



UP TO THE TASK

Bringing Valve's masterpiece to the PS2 is no easy task, but the Gearbox Software team seems more than capable. Based in Dallas, Texas, this group of veteran 3D developers has members who have previously worked on such titles as Duke Nukem 3D and Quake.

second-generation software to the market. We also have some brilliant engineers on the title who not only seem to be enjoying the process of working with the system but are looking forward to doing new games for the PS2 in the future. I think that says a lot about the hardware—when the actual software engineers want to keep working with it."

As for how much code can be ported from the PC, Pitchford says, "In order to properly leverage the strengths of the PS2 hardware, we've been writing a lot of new rendering code that's optimized for the system's vector units. As far as that goes, the rendering engine is completely new. However, on the core CPU we're maintaining as much of the game code as possible. Of course, it had to be heavily modified and rebuilt for the PS2."

The Upgrades

The Gearbox Studios team has been taking extra time to find areas in which the game can be upgraded on the PS2. "The PS2 is very good at doing things like special effects," Pitchford enthuses. "So, we could add some new software that only needs a little bit of data from the game—like the location and magnitude of an explosion, for example—but can generate tons of debris and fire and smoke with pretty much zero speed hit. Now that a lot of the hard work is out of the way, we're getting into the neat stuff and really beginning to take advantage of the hardware."

When we asked if Gearbox has made any changes to the backgrounds and environments, Pitchford's eyes lit up. "It's a tricky area for us to work in because we don't want to affect the narrative or the experiences Gordon has—we just want to increase the quality. Many of the changes are for solidity and fun factor with the PS2 controller. In many areas, anyone familiar with Half-Life will notice an increase in the detail of the environments—specifically in the places where the player interacts with the environment. Mostly, however, the game is much cleaner." Pitchford is also quick to point out that changes have also been made to character detail. "Aside from the dramatically increased polygonal detail, the characters now feature fully articulated hands and fingers and articulated facial features through which they can express emotions like fear and anger."

As for other enhancements for the PS2 version, Pitchford mentions that the hardware and how it's built opens up some neat new opportunities. "The memory card, for example, is a full 8MB. That's a lot of space that could be used for custom data or add-on content. There's also some extra computing power on the side (with extra memory) that we plan to put to work on things that will make the experience better. Imagine, for example, if we can manage to stream in the stuff the next level of the game is going to need so that by the time you reach a transition, the data is handy and the new level can be loaded in a fraction of a second."

The New Stuff

Gearbox is also taking it upon themselves to create an entirely new cooperative multiplayer game within the Half-Life universe. "Since it's being designed with the PS2 in mind, the new content and gameplay is focused on the experience people will have on the console," Pitchford explains. "The game design encourages people to get together in the living room and really enjoy the Half-Life type of quality experience as a team." As for other multiplayer deathmatch games for the PS2 version, Randy offers up some interesting tidbits. "We are creating some hooks that will allow us to support extra content on memory cards or CDs that could appear after the game ships. But, since we do have multiplayer functionality built into this version, we can pretty much guarantee the inclusion of Half-Life deathmatch as a complement to the complete new multiplayer game we're building."

The Experience

All the graphical upgrades and new missions being included for the PS2 incarnation of Half-Life still don't spell a great game. A lot could be lost moving from the mouse and keyboard on the PC to the PS2's Dual Shock 2. "Personally, I like the PS2 controller a lot," says Pitchford. "It's a nice combination of comfort and utility. My fingers always seem to be able to find the keys I want, and none of the buttons and sticks feel cramped or out of the way like I've experienced with some of the other controllers."

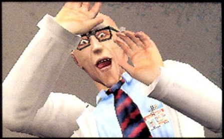
Pitchford continues: "Long before we even started real work on the project, one of our designers rigged a couple of Dual Shock controllers to work on the PC and used them to play against the rest of us in multiplayer games. The surprising thing was that right away, it was fun. After some tinkering with control options and such, the conclusion was that the Dual Shock is actually a nice interface for the game—especially for the console-oriented gamer."

Still, Pitchford acknowledges that console controllers aren't for everyone. "We know that there are probably going to be a lot of PC fans of Half-Life who are going to want to get the game to see what's new in the universe and to enjoy the advanced features and enhanced content, so we've already put in full USB mouse and keyboard support."

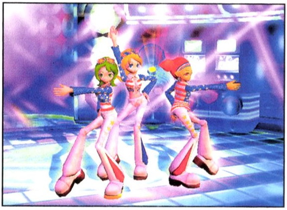
The End

With almost a year of development already behind them on the PS2 version of Half-Life, Gearbox is already starting to get really excited about their port. "Even though we've been working within this universe for a long time and know it inside and out," Pitchford tells us, "the team not only understands what the fans are looking for in this title, but they really care about what emotions and reactions the new audience is going to go through when they play it for the first time. I used to be pretty cynical—particularly with things I'm working on. But, these things the Gearbox guys are doing with Half-Life on the next-generation consoles are just remarkable. It's the kind of stuff all of us as gamers look back on and think, 'Remember Half-Life? Yeah, why don't they make games like that anymore?' It makes us very proud to be able to be a part of this."

"The team not only understands what the fans are looking for, but they really care about what emotions the new audience is going to go through when they play it for the first time."



"[With the PS2 version] it's really intense to finally see a scientist who is expressing relief and hope for his chances of escape get quickly overcome with a look of fear and horror when he realizes that he's probably not going to make it."
—Randy Pitchford



More Music Mania

Yukio Guion/AP Photo

Konami's Dance Dance Revolution is just the beginning of the music game invasion. Another tune-based title will soon be arriving in the U.S., this time courtesy of Tecmo. Unison, a unique new PS2 music/dance game, features a cool retro-influenced art style and has you perform dance moves with the buttons and the analog sticks on your Dual Shock 2. And in order to spice up the game for its North American release, Tecmo is going after popular songs from yesterday and today, such as "Barbie Girl" from Aqua and "That's the Way I Like It" from KC & the Sunshine Band. These, coupled with remixed tracks (such as The Village People's "Y.M.C.A.") from Tecmo's in-house studio in Japan, should provide gamers plenty of funky background tunage to groove to. Although as of this writing Tecmo has yet to sign any of the following U.S. songs, the company has provided us with a preliminary list of tunes it intends to license for the game:

"Love You So," by Mase • "Vibrant Thing," by Q-tip • "ABC," by Jackson 5 • "We Are Family," by Marley Marl • "Stop the Rock," by Apollo 440 • "Barbie Girl," by Aqua • "That's the Way I Like It," by KC & the Sunshine Band • "Country Grammar," by Nelly • "I'm Your Boogie Man," by KC & the Sunshine Band • "Everybody Dance," by Chic • "Nowhere," by FAZE4 • "Thriller," by Michael Jackson

Unison's gameplay is actually not that easy to describe, but here's an example of a specific dance for the song "Y.M.C.A." To simulate the moves that are performed to the song in real life, one must move the analog sticks on the Dual Shock accordingly. Push the sticks to the upper outside corners to make a "Y." Then let them fall back to the natural position for the "M." For "C," you then push the left stick to the left and the right stick up. And finally, for "A," you push both sticks up. Get the picture?

Unison is currently slated to release in the U.S. this March. We'll hopefully be back next month with the final song list and some impressions on the gameplay.

Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

The rumors are a bit thin on the ground this month. Maybe it's the holiday break or maybe it's just my hangover. There's some very cool-sounding stuff coming from my Japanese contact though so enjoy the following.

SOMETHING FOR CASTLEVANIA FANS

Konami's Mr. Iga, producer of Castlevania: SOTN and the upcoming remake of Akumajou Dracula, recently commented to Japanese magazine *Dengeki PlayStation* that he'd love to produce remakes of other classic Castlevania games. As of yet there are currently no plans to do so (he said it more to appease fans of the series), but we have learned that the PC Engine game Dracula X is being considered for an update. Insiders at Konami have let slip that there's a brand-new Castlevania project currently in the works at Mr. Iga's studio, and guess what? It's for PS2.

NAMCO'S ACTION ADVENTURE BECKONS

Looks like my friends at Namco are looking to develop an adventure title for PS2. How do I know? 1) My contact there let slip they were working on something funky, and 2) the following job ad recently appeared on their Web site. "Our action-adventure game team needs junior programmers who enjoy working in a team environment. Candidates should have a strong interest in developing action and action adventure videogames. If you enjoy games such as Resident Evil, Syphon Filter, and Metal Gear Solid, we want you. As extra credit, if you can name Chow Yun-Fat's character's nickname in *Hard Boiled*, we definitely want to talk to you." For those of you qualified, but don't know the Chow Yun Fat thing, the answer is Inspector "Tequila" Yuen.

CAPCOM LIKES HEAVY METAL AND FIGHTING

It seems that Capcom is all set to produce a new fighting game series based on the popular comic book series *Heavy Metal*, as it has a license to use the imagery for the next four years. Expect some cool Simon Bisley-inspired character models and plenty of, um, "booby" characters.

Elsewhere at Capcom I've managed to scrape up all kinds of info about various projects. First, the one you are no doubt dying to find out about: Resident Evil 4. Yes, it is happening. Yes, it will be on PS2. But no one would tell me what it's about. I've heard rumors that this one may turn the tables conceptually and cast you as an Umbrella agent. Sounds kinda funky.

On the fighting game front, I've heard that we may get all kinds of surprises over the next couple of years, most notably when it comes to 2D fighters. It seems that PS2 isn't destined to dish up 3D fighters only. I'll bring you more news on this soon.

ANOTHER DARK CLOUD

Japanese developer Level Five has mentioned on its Web site that work has already begun on a sequel to the awesome Dark Cloud. Although the first game is yet to be released in the U.S., and the original didn't perform too well in Japan, it seems that Sony has high hopes for its new PS2 franchise and anticipates big sales here and in Europe. And rightly so. It looks fantastic.

QUAKE UP AND RUNNING ON PS2

My sources at Electronic Arts tell me that yet another new version of Quake III is up and running and looking quite dreamy. Quake III Revolution is this month's name for the project, and as before the rumors persist that it's a hybrid of both Arena and Team Arena. Hopefully this means we can expect four-player split-screen play and possibly network play linking systems together through the iLink port.

Rumor Mill

Sierra has apparently put its long-awaited Ground Control project on hold. No one would tell me why, but I've heard there may be problems with the technology involved in driving the gameplay engine. Based on the popular PC real-time strategy game, the PS2 version is surrounded with high expectations, as it promised a major overhaul both graphically and in terms of controls • The wacky yet really cool Japanese fighting game Slap Happy Rhythm Busters is coming to the U.S. from a yet-unknown publisher. The game was developed by the Japanese company Polygon Magic, known for their work on the hilarious Incredible Crisis • We've heard that Turok 4 is almost certainly coming to PS2. No one at Acclaim will give specifics, but it's definitely in the works. There's also rumor of a side-story game based around the female character Adon.

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GETTIN' SKINNY WIT IT

DANCE DANCE REVOLUTION TURNS YOUR PS ONE INTO A PERSONAL WORKOUT STATION. BUT WILL YOUR WAIST SEE THE RESULTS?

Photography by Zajic Miroslaw/Corbus Online

Hey, fatso. Yeah, we're talking to you, Chubby McChubs. The guy who's spent so much time playing video games over the years that he's forgotten his clammy hands aren't the only places his body can sweat. Yep, we know that's you. And you've developed quite the gut in the process.

But you know what, Cellulite Boy? We're right there with you. And now there's a way we can all play video games and do that thing called "exercise" at the same time. Enter Dance Dance Revolution.

With a Workout Mode specially designed to help you shed those extra pounds, Konami's dance simulation might just serve as the overweight video game enthusiast's ticket to physical fitness. But does it really work? Along with other members of the Ziff Davis family, we put it to the test.

THE GOAL

For our five volunteers to test DDR's Workout Mode via an eight-week program. They tried to hit the dance pad four times a week for 20 minutes a day.

THE REALITY

With their busy schedules, the holidays to contend with, and the occasional tendency to succumb to laziness, not every volunteer managed to get in his four workouts per week. However, 25- to 30-minute sessions eventually became the norm for everyone.

THE RESULTS

With the exception of Mike Vallas, everyone lost only a few pounds. It's important to keep in mind, though, that the experiment was performed during the holidays, when few can resist overeating. Our volunteers were no different. Look to the following page for their individual results.

OTHER THINGS YOU SHOULD KNOW

This experiment was performed by gaming journalists, not nutritionists. While accurate logs were kept for each volunteer, the procedure was by no means scientific. It should also be noted that the version used for our experiment was Japan's Dance Dance Revolution 3rd Mix, as we did not have the American version in time for a full eight-week schedule. And don't forget: Any new workout program should be preceded by a trip to the doctor.

CHRIS BAKER

Previews Editor

Weigh in: 162.5 lbs. • **Weigh out:** 160 lbs. • **Waist before/after:** 34.75"/34.25"

C-Bake got in on this hoping to trim back down to the 150 pounds he was at when he joined *OPM* a year ago. He managed to work out at least three times a week, each session averaging 28 minutes and burning roughly 470 calories.

Comments: "I'm notorious for not sticking with exercise programs. But since DDR didn't feel like 'work'—in fact, it was actually *fun*—I was able to stick with it and shed those holiday pounds. Over Thanksgiving, I had gained almost five pounds, which I seemed able to drop off again quickly thanks to DDR. And while I didn't lose a whole lot of weight overall, I loved feeling my calf muscles—I have some now! Occasionally, though, I'd work out for a long stretch that sored up my ankles for a couple of days. I also started to get a little bored with the music near the end, especially since I only wanted to work out to fast songs. As an alternative, I'd occasionally do jumping jacks as I stepped to the slower songs—which can exhaust you more quickly than you would think!"

CHRIS JOHNSTON

EGM News Editor

Weigh in: 228 lbs. • **Weigh out:** 224 lbs. • **Waist before/after:** 42.5"/42.25"

Having played the game since the first Japanese import version, C.J. entered this experiment as a DDR veteran. He also impressively averaged more than 500 calories burned per 40-minute workout, four times a week.

Comments: "Even though I had played DDR for quite some time beforehand, there were still a lot of songs that were just too hard for me to do on the Difficult setting. But after doing it week after week, I found myself getting better—eventually being able to do well in songs I couldn't approach before. Plus, afterward I would just have a lot more energy and feel really good. But once you do the songs a few hundred times, there really isn't much challenge left in doing them. They're also so short that sometimes you can't work up a sweat. I did strap on ankle weights to make it more difficult, but eventually I just didn't feel I was getting enough of a workout, or I'd have to play for over an hour to burn the kind of calories I wanted to."

JOE RYBICKI

Reviews Editor

Weigh in: 210 lbs. • **Weigh out:** 209 lbs. • **Waist before/after:** 42.5"/40.5"

That's not a misprint. Joe managed to somehow shed two inches from his waist, despite only losing a pound. He attributes this to the weighty muscle he gained during his 30-plus-minute workouts averaging just under 300 calories burned each time, two to three times per week.

Comments: "You hear people talk about how exercising boosts your energy levels. Not having had a morning exercise regimen before (I usually ride my bike in the warm months, but generally in the afternoon), I hadn't really experienced this to the fullest degree. But it's true: Getting some good exercise in the morning really boosts your energy for the whole day, which is a good thing all around. The bad part came when I started to master all the songs. Though each song has two alternate dance sequences, a lot of these were either too much of a difficulty shift, or not enough. So once I really got the hang of the game, I started to get bored. Boredom equals lack of motivation, equals fewer workouts."

GREG SEWART

EGM Previews Editor

Weigh in: 245 lbs. • **Weigh out:** 240 lbs. • **Waist before/after:** 48"/48"

Our favorite Canadian had to miss an entire week of DDR because of a move, but that didn't stop him from averaging four workouts per week—and a whopping 49 minutes each session! So you can attribute those five pounds he lost to those mega-workouts, as inconsistently as they may have occurred.

Comments: "The coolest part about the DDR Workout was seeing myself get so much better at the game. When I started out I had trouble doing more than a few songs in a row and almost never got the steps right. By the end of it all, I could do 30-plus songs in one sitting, getting good marks on all of them. The whole experience has me hoping that Konami does well enough with the first U.S. release of DDR so that they consider bringing out sequels."

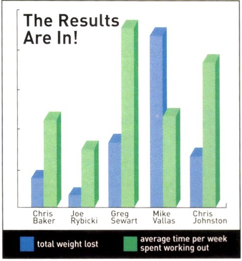
MIKE VALLAS

Assistant Pre-Media Manager

Weigh in: 293 lbs. • **Weigh out:** 280 lbs. • **Waist before/after:** 59"/57.5"

Mike saw the best results of the bunch by burning 220 calories in each of his four 25-minute workouts per week. It bears emphasizing, though, that he also practices the no-carb/high-protein Atkin's Diet, which no doubt was responsible for part of his results. (He was the only participant practicing a special diet of any type.)

Comments: "Being someone of my stature, it's not easy to do this sort of thing. But after my first session, I really got to enjoy it—even if I only could keep up with about 10 of the songs. After the first few weeks of doing the workout intensely and faithfully, though, I have to say that I was getting pretty darn discouraged; I didn't have the coordination or speed to keep up with my fellow, more agile participants. Thinking back, instead of working out four times a week with a half-hour session each, I would have preferred working out twice a week for an hour. This way, my (quite strained) muscles could have ample time to rest, and my mind would be clear and open again to working out by the next session. I did enjoy the whole experience overall, though, and it's definitely worth buying. Oh, but do keep a glass of water handy. This does tend to dry you out quite a bit!"



STEP TO IT

Tell us about your DDR experience

By the time you read this, Dance Dance Revolution should be available at your local video game retailer. If you feel the need to shed some pounds and you'd care to tell us about your success, please send an e-mail to **OPM@ziffdavis.com**. We'd love to hear from you.

IT CAN BE DONE!

OK, so maybe our results weren't the best in the world. But arcadegoers like Eric Kjellman know firsthand that the "DDR Diet" can work wonders if you stick with it. During a nine-month period, the Atlantan went from 380 pounds to 240, trimming his gut from 54 inches to 42 in the process.

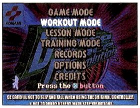
So, what's his secret? "When I started," says the 23-year-old, "I usually played every day for three to six hours in the arcade, but not playing constantly. Now I play about an hour and a half at home, two to three times a week, and I go to the arcade on Saturdays."

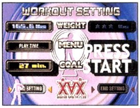
Of course, Kjellman didn't drop 140 pounds without a little help from dieting. "For the first month or so," he tells us, "I wasn't doing any dieting. During that time I dropped from 380 to 300. Since then, I've been watching my eating some, and I've continued from 300 to 240. I'd say the DDR and the diet are both about equally responsible for those 60 pounds."

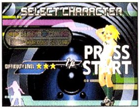
But nine months is a long time to play the same game. What keeps him coming back for more? "For one thing," he explains, "it's a video game that involves moving something other than your thumbs. I've been playing games for years, and this is the first one I've played that's like this. The music's also really great, and there's a sense of community among people who play DDR. Web sites have sprung up all over the Internet, and people at the arcade who play tend to get to know each other, because it's a very two-player game."

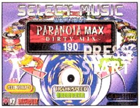
STEP BY STEP

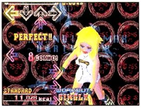
1. Choose Workout Mode 2. Input your weight and desired workout time or calorie loss 3. Select your difficulty, as designated by one of four characters 4. Choose your song lineup 5. Work it! Your calorie count advances in the screen's bottom left. 6. Congratulations! You've worked off a peanut

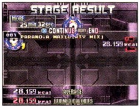












Finally, new Dragon Ball games!

Infogrames has obtained the rights to publish Dragon Ball Z games in the U.S.; the company currently has DBZ titles planned for both the PS one and PS2. For more information on the games, check out www.dragonballz.com.

VAN BURNHAM

ADDICTED TO SSX

OK. I'll admit it. I am an SSX addict. It all started innocently enough—but things like this usually do. A few races before lunch. A little freestyle showoff after work. Some hardcore two-player action to kill the time in between. But then I discovered the World Circuit, and life hasn't been the same.

I mean, sure, I play Unreal Tournament. A lot. And I no doubt spend way too much time kicking Kilik's Kali-Yuga ass in Soul Calibur. But it has been a very, very long time since I have truly obsessed over a video game. How long? Eighteen years, to be exact. The last game? Mouse Trap. ColecoVision. Seriously. I had to score a million points. Did I do it? Hell, yeah—after I locked myself in my room, surrounded by inspirational posters of Ozzy and Magnum PI, for a week solid.

Spending too much time with one particular game can definitely have adverse effects on one's social life—not to mention love life—but there's something fascinating and irresistible about the appeal of shattering the laws of physics. Lost in this surreal snowboarding wonderland, somewhere between the Suessian snow-blown trees and the aqua-blue breakaway glass, I've found my own private pixellated utopia. A place where I can escape into a fantasy world that pushes the boundaries of reality into another digital dimension—into absolute mania.

So I stay up all night, headphones jacked in, feet pulled up onto the pellicle mesh of my highly adjustable Aeron race chair, in a vain attempt to achieve the ultimate perfect run—breaking 2:00:00 on the Aloha Ice Jam—in order to capture the title of supreme SSX master. I just know it can be done. I am the Tiki God.

At the moment, I am seven and fifty-four one-hundredths of a second shy of breaking Scarface's seemingly unattainable record. But, oh, I will. To accomplish this extraordinary feat, I have engineered the perfect character: fast, stylish and maxed-out to the nines. I know every sneaky shortcut. (Remember, if you see penguins, you are not saving time...) Every time-optimized sick trick. Every speed bonus. All that matters now is time—a profound lack of it. So I zoom down the icy track, deconstructing the subtle cues to determine if I have hit each checkpoint dead-on, to see if I will make it into the mouth, to know if I have a chance—or to find out if I need to start all over. Again.

At 4 a.m. the normal world seems very, very, very far away—and all I can do is stand here, rocking in the starting gate. Waiting for Go.

Van Burnham is the author of the forthcoming book, *Supercade: A Visual History of the Videogame Age 1971–1984* (The MIT Press), www.supercade.com, as well as a contributing editor for *Wired*.

PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. ATV Offroad Fury's developer, Rainbow Studios, has a joint venture with which film director?
a. John Woo
b. Steven Spielberg
c. James Cameron
d. Wayne Wang

2. Strategic Covert Actions Team is to WinBack as ____ is to Oni.
a. Top Criminal Terminator Force
b. Terminal Citizen Territory Fighters
c. Total Chaos Time Factor
d. Tech Crimes Task Force

3. The original Sled Storm rewarded you for running over what innocent creature?
a. Chipmunks
b. Bunnies
c. Baby seals
d. Snow leopards

4. What well-known Capcom character is Keiji Inafune, creator of Onimusha: Warlords, also responsible for?
a. Mega Man
b. Ryu
c. Regina
d. Willow

5. In what New York City neighborhood is the legendary Rucker Park (featured in NBA Street) located?
a. Harlem
b. Bedford-Stuyvesant
c. Greenwich Village
d. Red Hook

6. Which of the following popular DJs filled the role of musical director on Wipeout 3?
a. Mix Master Mike
b. Icey
c. Sasha
d. Paul Oakenfold

7. Onsen Takkyu is a Japanese game featuring which sport?
a. Volleyball
b. Ping-pong
c. Fencing
d. Badminton

8. Who is the character designer for Final Fantasy X?
a. Yoshitaka Amano
b. Tetsuya Nomura
c. Kyoko Yamashita
d. Akira Toriyama

9. The Lost is based on which classic text?
a. Goethe's *Faust*
b. Homer's *Odyssey*
c. Shakespeare's *Macbeth*
d. Dante's *Inferno*

10. What Capcom project started out as Resident Evil 4, but later became something else?
a. Onimusha: Warlords
b. Devil May Cry
c. Dino Crisis 3
d. Superstar Zombie Hunt 200

Answers
1. a **2.** d **3.** b **4.** a **5.** a **6.** c
7. b **8.** b **9.** d **10.** b

OVERHEARD: FFX...HUH?

"They say your head gets all funny when '*Sin*' is near. Maybe what you saw was some kind of dream."

—One of the many obscure quotes from Final Fantasy X's early press material. Perhaps someday we'll figure out what it means.

DATA STREAM

Illbleed on PS2

AUTO FOLLOW CAMERA 1
RANDY

Word has leaked that the bloody new survival-horror game Illbleed is coming to the PS2 from Jaleco. Previously thought to be a Dreamcast-only product, the PS2 version should hit later this year.

Jimmy's Game

THQ plans to publish a game for the PS2 based on the new movie *Jimmy Neutron: Boy Genius*. Similar to *Disney's Toy Story*, the Nickelodeon and Paramount picture is entirely computer-generated. It stars a 10-year-old boy who has to save adults from aliens.

DQVII Awarded

Dragon Quest VII was proclaimed best work of interactive digital art in 2000 by Japan's Agency of Cultural Affairs at its recent Media Art Festival. The agency hands out awards annually in several categories, including digital art, comics and animation. According to the ACA, DQVII proves that a game's fun doesn't merely come from visual realism. How true.

Illustration by Pixel Pushers

Bombs Away!

Is Saddam Hussein hoarding PS2s to build a world-destroying supercomputer?

Call it the silliest video game news story of the year.

Just as the holiday season was in full swing, and with PS2 shortage frenzies at their height, a shocking story hit many of the major news outlets throughout the country: Saddam Hussein bought a whopping *4,000* PS2s, and some were speculating the Iraqi dictator would be jury-rigging all those Emotion Engines into some sort of supercomputer that could be applied to nefarious ends.

When we first heard the story, we all laughed (albeit a bit nervously) and basically brushed it off. Yet the story persisted. Family members, including distant cousins who only re-emerge at Christmas gatherings, questioned us about the implications of such a purchase. "Did Saddam really get his hands on all those PS2s?" they asked. "Will the world ever be safe again?"

We're not kidding, folks. There was genuine fear, and a bit of jealous loathing, out there.

So what's the source of this malarkey? As far as we can tell, the story originated on the WorldNetDaily Web site (www.worldnetdaily.com), in a piece dated Dec. 19. The headline? "Why Iraq's buying up Sony PlayStation 2s: Intelligence experts fear games bundled for military applications." The story cites a "secret Defense Intelligence Agency report" for the "fact" that 4,000 PS2s were shipped to Iraq in the past few months. The story also quotes an unnamed intelligence source who says, "Applications for this system are potentially frightening. One expert I spoke with estimated that an integrated bundle of 12–15 PlayStations could provide enough computer power to control an Iraqi unmanned aerial vehicle, or UAV—a pilotless aircraft." The implication here is that Iraq could use a PS2-powered UAV as a means of delivering chemical weapons. The story further suggests that bundled PS2s could be used to help Iraq become a nuclear power.

Why PS2s and not standard computers? Because of the embargo, of course. "Custom inspectors don't view toys as potential military weapons," the article says, allowing easy shipment of the systems. "Not only has Saddam Hussein apparently found a creative way around the computer embargo, he has also helped to exacerbate the Sony PlayStation 2 shortage," the story wraps up.

Before you polish up those backyard bunkers and restock your war larders in anticipation of an Iraqi offensive, let's examine the facts. First off, the story claims Iraq began importing PS2s well before the U.S. launch, yet it also ties the Iraqi shopping spree into the U.S. shortage. Right. And think about this: Anyone clever enough to bundle hundreds of PS2s into a supercomputer would surely have found a way to smuggle a few standard computers by now. Bottom line: We don't think anyone's got much to worry about.

Couples Who Play Together, Stay Together

This month we give you the daring (and lightsaber proficient) duo, Jennifer and JT. Jennifer, 25, is a struggling writer who works at Einstein Bagels, where she eats into the profits and giggles a lot. JT, 28, is an artist of staggering genius who watches zombie movies that make Jennifer, his fiancée, leave the room. They live in San Diego with their stuffed tiger, Francis.

Why do you two game together?

JT: Jen suggested we get a PlayStation, and I finally caved and got one. Now we play it a lot because it's fun solving games together.

Jen: I help him get through tough spots, serving as a cheerleader.

JT: Yeah, when she plays she just yells at the TV. So I pat her on the back and offer her a Pop-Tart.

Has it ever interfered with your relationship?

Jen: I got him Resident Evil for Christmas one year and was pissed because he was obsessed with finishing it. I finally had to find hints and guide him through. The game gives me nightmares. But I love him still.

JT: In the beginning it was one-sided. But later we found games we liked playing together. It made it more interactive for us as a couple.

Following the Xbox announcement, do you think Bill Gates would win in a boxing match against Ken Kutaragi?

Jen: No. Bill's a wussy boy.

JT: Ken would bust him up real good. No doubt.

Would you like to see a game made based on the last book you read?

Jen: I tried to read *Neuromancer*, but got annoyed and put it down. I'd rather see a kick-ass Neon Genesis: Evangelion game based on the graphic novels. Actually, off the topic of books, they should make a Jay and Silent Bob game!

JT: I just finished *The Vampire Lestat* by Anne Rice. But that would be a little too much like Castlevania. Maybe a game based off *Being John Malkovich*.

Do you know any good PlayStation drinking games ?

Jen: Taking a shot every time you get into a fight in Final Fantasy VIII could put you under the table quick.

JT: In Evil Dead every time Ash says, "Come on! Stand still, will ya?!" or "Ooh! That's gotta hurt!" you have to take a drink.

Would you rather have a soundtrack featuring Elvis Presley, Yanni or Devo?

Jen: Devo.

JT: Devo.

Jen: I'd like to hear VNV Nation soundtrack a game.

If you had 65 broken PlayStations and a lot of spackle and tape, what would you make?

JT: I'd make PlayStation-Henge.

Jen: I think it's a perfect opportunity to make PSX fashion dresses and suits made of PSX parts.

When you get hitched, will a traditional plastic arm-in-arm couple stand atop your wedding cake?

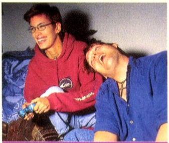
Jen: No way. In fact, my vote is for Squall and Rinoa.

JT: I really think it should be Jack and Sally from the *Nightmare Before Christmas*.

If you were any game character, who would you be?

JT: Harry Mason from Silent Hill. Or maybe Squall.

Jen: I want to be like Hana from Fear Effect. She's cute and isn't afraid to drop the towel in the name of humanity. Either that or Tigger.



WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff-Davis Media Inc., PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail us: OPM@ziffdavis.com. If you're selected as the Couple of the Month you'll get a free game along with notoriety!

Jen's faves:
Final Fantasy VIII, N20, You Don't Know Jack, Tetris

JT's faves:
The Resident Evil series, Silent Hill, the Parasite Eve series, Dino Crisis 2

Can't wait for:
Fear Effect 2: Retro Helix, Silent Hill 2, a Star Wars game that doesn't suck, and "a game based on the work of H.P. Lovecraft"

hotography by Fred Greaves

HOLLYWOOD BANTER

Nikita as Female Cyborg for T3?

The Dark Horizons Web site reported that Peta Wilson (*La Femme Nikita*) is under consideration to play the role of the female cyborg in the upcoming *Terminator 3*. The site attributed the report to an interview given by *T3* star Arnold Schwarzenegger to radio station WNCI in Columbus, Ohio. "We are looking for an actress who could play the same kind of villain that Robert [Patrick] and I played," Schwarzenegger reportedly said. "Peta Wilson of *Nikita* is a strong candidate, but we haven't chosen anyone yet."
www.darkhorizons.com

Darth Maul Rules With Iron Fist

Ray Park, best known as Darth Maul in *Star Wars: Episode I*, has signed to play the lead in *Iron Fist*, a feature film based on the Marvel Comics series of the same name, according to the *Hollywood Reporter*. Park, who also played the evil Toad in last year's *X-Men*, will star as Danny Rand, a Westerner who was raised in a mystical secret temple and who can channel his life force into his fist and strike with the force of iron. As an adult, Rand returns to the United States to seek revenge for his parents' murders.
www.hollywoodreporter.com

Trek X to Get Decent Bad Guy

John Logan, writer of the upcoming 10th Star Trek feature film, told the official Trek Web site that the movie will be mindful of the long legacy of the series. A longtime fan of the franchise, Logan hinted that the movie may feature Federation races rarely seen beyond the original *Star Trek* series and may allude to *Star Trek: Deep Space Nine*'s Dominion War and Worf's assignment to the Klingon homeworld. A worthy adversary for Capt. Jean-Luc Picard on par with Khan in *Star Trek II* is also promised. "Picard needs an adversary or a foe that is up to his level," Logan told the site. "That's why James Bond should always fight Blofeld; that's his adversary. We hope this adversary will be every bit as memorable not only for who he is, but how and why he behaves as he does." Logan, who was nominated for an Oscar for last year's *Gladiator*, confirmed earlier reports that the Romulans will appear in Trek X. He added, "I have some great new races and ships in this script, and I already have a shelf cleared off for the new merchandise for the movie."
www.startrek.com

You Won't Like Bill Paxton When He's Angry

The *Coming Attractions* Web site reported a rumor that Bill Paxton (*Vertical Limit*) may be under consideration for the role of Bruce Banner in the upcoming feature-film version of Marvel's *The Hulk* comic series.
www.comingattractions.com

No Grinch 2

Ron Howard, director of *The Grinch*, told *New York Daily News* columnist Mitchell Fink that there won't be any sequel to the holiday blockbuster. "There's not a chance we'd want to do one," Howard told Fink. Howard added, "We always knew that Universal's marketing would be good. But it's the repeat business that's the pleasant surprise. The movie works because of Jim Carrey's performance and the time of the year. But another one? No." Thankfully that means we won't be subjected to another awful game either.

More Matrix Tidbits

A few tidbits of info have surfaced regarding location shooting of *The Matrix* sequels in the Oakland area. According to the *San Francisco Chronicle*, an anonymous industry source told the paper, "Oakland will get some filming." In addition, word has it that there have been discussions in the city offices regarding shooting a high-speed chase scene on Interstate 880. Portions of the road will need to be closed off to do so. Filming of the sequels is primarily taking place in Australia, with additional location work in the San Francisco/Oakland area as well as Chicago.
www.sfgate.com

Tron 2 in Development

More details of the developing *Tron* sequel are coming to light. According to the *Hollywood Reporter*, the second draft script by Richard Jefferies with the potential film's director, Steven Lisberger, will tell the story of an ambitious hacker who downloads himself into cyberspace with the intended goal of attaining the ultimate hack. Lisberger helmed the original 1982 *Tron*.
www.hollywoodreporter.com

X-Men/Rock Confusion

The latest rumor regarding *X-Men 2* suggests that WWF wrestler The Rock has signed on to play Beast. Harry Knowles at AICN seems to have effectively debunked the questionable story, though, reporting that a source close to director Bryan Singer claims the helmer himself has denied that the Rock has signed on. It's also worth noting that as of yet, Singer isn't even signed up for the sequel. It would seem that any casting of this significance would happen *after* Singer was firmly on board. www.aintitcool.com

Jackson Reveals Episode II Info and Confirms Clone Wars Story

Samuel L. Jackson has been oft-quoted in the past month about *Star Wars: Episode II*. While talking to *Entertainment Weekly*, Jackson spoke of the film, saying, "It's adventurous, it's romantic, it's exciting, it's scary, it's all those things. And I get some very cool saber fights." He adds, "We saw in the first one that Luke was pretty much the only Jedi left [and] the Jedi were pretty much wiped out. So this one is setting all that up. Plus, the Clone Wars are about to begin." Jackson is returning to Australia this month to film extra footage along with other cast members on the request of George Lucas. We'll have more news next month.
www.ew.com

photograph by
Naomi Kaltman Corbis/Outline

WIN A HONDA CBR600F4i

THE CURRENT AMA 600 SUPERSPORT SERIES CHAMPION COULD BE YOURS. READ ON...

motogp

Played Namco's MotoGP yet? If so, you definitely got a taste for what it's like to race around on a supersweet, superfast ride. If not, then go buy a copy already! Wanna try the real thing? Our friends at Namco are offering you a chance to win a Honda CBR600F4i! All you need to do is send us a postcard to the address below. It's that simple. Meanwhile, keep yourself busy by racing around in MotoGP. Either way, you win!

HONDA
CBR
F4i
HONDA
PlayStation.2

Specifications

Model:	CBR600F4i
Engine Type:	599cc liquid-cooled inline four-cylinder
Bore and Stroke:	67mm x 42.5mm
Compression Ratio:	12.0:1
Valve Train:	DOHC; four valves per cylinder
Carburetion:	PGM-FI with automatic choke
Ignition:	Computer-controlled digital transistorized with three-dimensional mapping
Transmission:	Close-ratio six-speed
Final Drive:	#525 O-ring-sealed chain
Front Suspension	43mm HMAS cartridge fork with spring preload, rebound and compression damping adjustability; 4.7 inches travel
Rear Suspension:	Pro-Link HMAS single shock with spring preload, rebound and compression damping adjustability; 4.7 inches travel
Front Brakes	Dual 296mm discs with four-piston calipers
Rear Brakes:	Single 220mm disc
Front Tires:	120/70ZR-17 radial
Rear Tires:	180/55ZR-17 radial
Wheelbase:	54.5 inches
Rake (Caster Angle):	24.0°
Trail:	96mm (3.8 inches)
Seat Height:	31.7 inches
Dry Weight:	370 pounds
Fuel Capacity:	4.8 gallons, including 0.9-gallon reserve
Colors:	Red/Black, Pearl White/Red, Metallic Silver/Black

Meets CARB 2004 emissions standards.

namco

OFFICIAL U.S. PlayStation MAGAZINE

To enter, send a postcard with your name, address, phone, date of birth and e-mail (if applicable) to

"Namco MotoGP Contest,"
c/o Official U.S. PlayStation
Magazine, P.O. Box 3338,
Oak Brook, IL 60522-3338
You must be 18 or older to enter

Actual screenshots from MotoGP. And now we're giving a chance to win an actual street bike!

POSITION
of 21
COURSE RECORD
LAP
of 15
TOTAL TIME
LAP TIME
MOTUL
km/h
DELAY
N.Aoki
+00.550
PLAYER
GEAR

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Official Contest Rules

1. NO PURCHASE NECESSARY. To enter, send a postcard with your name, address, phone, date of birth and e-mail (if applicable) to "Namco MotoGP Contest," c/o Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. One entry per person. Entries must be received by March 31, 2001. Entries must be legibly hand printed in ink. Ziff Davis Media Inc. ("Ziff Davis") assumes no responsibility for lost, mutilated, misdirected or late entries.

2. The contest begins on February 13, 2001 and ends on March 31, 2001 at 12:00 AM EST. Drawing will be held by April 15, 2001. Winner will be selected in a random drawing from among all eligible entries received. The odds of winning depend on the number of eligible entries received by the date given in these official rules and submitted in accordance with the rules. Winner will be notified by e-mail, regular mail or by phone by April 30, 2001.

3. The contest is open to legal residents of the 50 states of the United States except Rhode Island and Florida, who are eighteen or over, except employees and their immediate families of Ziff Davis, its affiliates, subsidiaries, and its advertising and promotion agencies. Contest void in Rhode Island and Florida. All federal, state and local laws and regulations apply. The contest is void in Rhode Island and Florida, and elsewhere where prohibited or restricted by law. All federal, state and local taxes are the sole responsibility of the winner. A 1099 form will be filed with the IRS for the winner.

4. Prize: A Honda CBR600F4i motorcycle. Approximate retail value of prize is $8,200.

5. Entrants agree to abide by the terms of these official rules and by the decisions of Ziff Davis, which are final and binding on all matters pertaining to this contest. Entrants agree that by entering this contest, they hereby permit Ziff Davis to use their e-mail addresses in any manner whatsoever, including the mailing of Official U.S. PlayStation Magazine newsletters.

6. The winner will be required to submit a signed affidavit of eligibility and liability/publicity release, and confirmation that he/she has followed the rules of the contest. The affidavit must be signed and returned within 5 days of notification. In the event of non-compliance within this period, an alternate winner will be selected. Any prize notification or prize returned to the sponsor as undeliverable will result in the awarding of that prize to an alternate winner. By entering this contest, the winner consents to the use of his/her name, photograph, voice, entry and e-mail address in any manner by Ziff Davis, Namco and their advertising and promotion agencies without further compensation. Neither Ziff Davis, Namco nor their affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that the winner might incur as a result of this contest or receipt of the prize. By accepting the prize, the winner hereby agrees that Ziff Davis, Namco and their agents, representatives, affiliates and employees and the donor of the prize will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize. Winner further acknowledges that Ziff Davis and Namco are not responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to the prize, including but not limited to its quality, mechanical condition or fitness. Ziff Davis reserves the right to substitute a prize of equal or greater value.

7. All interpretations of the rules and decisions regarding the winner by Ziff Davis are final. Ziff Davis reserves the right to change or cancel this contest at any time. For the name of the winner, available within 15 days after winner is chosen, please send a stamped, self-addressed envelope to be received by May 30, 2001, to: "Namco Moto GP Contest Winner," c/o Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338.

GAME SCORES

Rifle through the collection of an avowed audiophile, and you're sure to come across at least a few movie soundtracks. But do the same for any serious gamer, and chances are you won't find any—not one—video game soundtracks. What's more, ask most gamers if they'd ever buy a soundtrack, and you're likely to get a blank stare. Aside from the hardest of the hardcore, most won't even know what you're talking about.

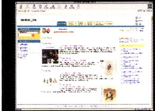
Unlike in Japan, where game soundtracks are widely available and quite popular, here in the U.S. they still haven't caught on. Maybe it's because they're hard to find (for the most part they're only available as imports, and only through specialty Web sites or the occasional small retailer). Or maybe it's because they're just not "cool" yet. But as gaming moves further into the mainstream, and as production values continue to elevate, soundtracks are finally beginning to get their due respect. Recently, for example, Tokyopop released a stripped-down U.S. version of the Final Fantasy IX soundtrack, which was sold over the counter in such mainstream outlets as Babbage's and Software Etc. (If you're interested in that one, though, you'd be better off with the original soundtrack, which is much more robust.) And U.S. developers are starting to get into the act, with such well-respected composers as Michael Giacchino providing the scores for the Medal of Honor series.

With that in mind, here's the *OPM* primer on soundtracks. We tell you what you should know and where you can find them. We've also listed some of our personal favorites. So buy them. Listen to them. Then let us know what you think (e-mail us at opm@ziffdavis.com). And for all our hardcore readers out there, go ahead and tell us about your favorite soundtrack that "somehow" was left off the list.

WHERE TO BUY

First thing to know when buying soundtracks: They're not cheap. Prices rival those of the games themselves, with many selling for as much as $40. But look around, and you can always find a sale here or there.

www.gamemusic.com
The Amazon.com of game music sites. Well-organized with a wide selection. The site has plenty of fan reviews (although they're practically worthless since almost all of them are gushingly glowing) and frequent sales.

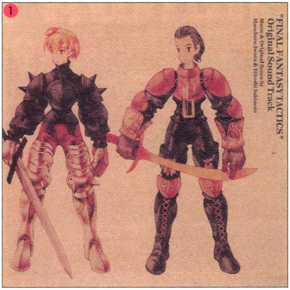


www.express.com
Not as comprehensive as gamemusic.com, but worth checking out for comparison shopping, or if you're looking around for other gaming products as well.

music.tokyopop.com
You can find U.S. versions of the biggest soundtracks here, but often they're released in a cut-down form, with tracks missing. Still, these collections are sometimes offered at a quarter of the price of the full OST, so might be worth it if you just want a taste of game music.

www.cdjapan.co.jp
Based in Japan, this site offers a solid selection, although it's somewhat limited to more recent releases. Prices are in yen, so you'll have to bust out that hand currency conversion calculator. Extra hardcore points if you shop here.

Your neighborhood independent games store
Not the major chains like Babbage's or Software Etc., mind you. We're talking about mom-and-pop outlets, which often carry a nice selection of import items like soundtracks and toys. Most of these kinds of stores are limited to major cities like New York and San Francisco, though.


1

5

6
DRAGON QUEST VII
©ENIX

7
CHRONO CROSS
ORIGINAL SOUNDTRACK

8

9

10
METAL GEAR
KONAMI

2

3
FINAL FANTASY VI

4

11

12

❶ FINAL FANTASY TACTICS
In the pantheon of soundtracks, this is arguably the best one ever made. The lush, orchestral tracks stay fresh even after 80 hours of game time, even after repeated listenings, even years after the game has been released. It's beautiful enough to win over even non-gamers.

❷ CASTLEVANIA: SOTN
SOTN is also one of the finest soundtracks ever. Featuring a mix of musical styles, including some brooding organ melodies, this Castlevania soundtrack is a must-own.

❸ FINAL FANTASY VI
Widely regarded as Nobuo Uematsu's finest work, FFVI (known to U.S. gamers as part III) is filled with some of gaming's finest aural offerings, including the now-classic opening melody.

❹ FINAL FANTASY IX
While part VI may be the best of the Final Fantasy soundtracks, part IX is clearly the best of the three PS one Final Fantasies. New-school gamers might be better off listening to this one, due to its significantly higher production values.

❺ SUIKODEN
Like any good film soundtrack, this one's rich, diverse and fulfilling, with a wide emotional range. It's hard to find, but it's worth tracking down.

❻ DRAGON QUEST VII
Although the game has yet to be released here, DQVII's soundtrack must be mentioned. Featuring themes that have been around since some of the earlier installments, DQVII is a masterpiece.

❼ CHRONO CROSS
With his latest project, Yasunori Mitsuda proves that he's one of this industry's best composers. Some of the incredibly powerful melodies have been known to bring tears to eyes of many a gamer.

❽ BUST A MOVE
With lots of upbeat tunes supplied from Japanese music label Avex Trax, Bust a Move has plenty of melodies that you'll be humming along with. It's a good soundtrack to break out here and there.

❾ PARAPPA THE RAPPER
"The rhythm's in your mind!" Sing along to some of the catchiest rap tunes you'll ever hear. But be careful—PaRappa's songs are some of the most addictive out there.

❿ METAL GEAR SOLID
Pop this one in while your non-game-playing buds are over, and they won't bat an eyelash. No lutes and fifes; no orchestrated tracks here; just adrenaline-pumping music that rivals the kind of stuff that's found in the best action movies.

⓫ ELEMENTAL GEARBOLT
Although a lot of this soundtrack is rather subdued, there are a few tracks that just scream brilliance.

⓬ WIPEOUT XL
Featuring lots of electronica songs from such popular groups as Chemical Brothers and Future Sounds of London, Wipeout XL's soundtrack gave the game its hardcore edge. This CD rocks!

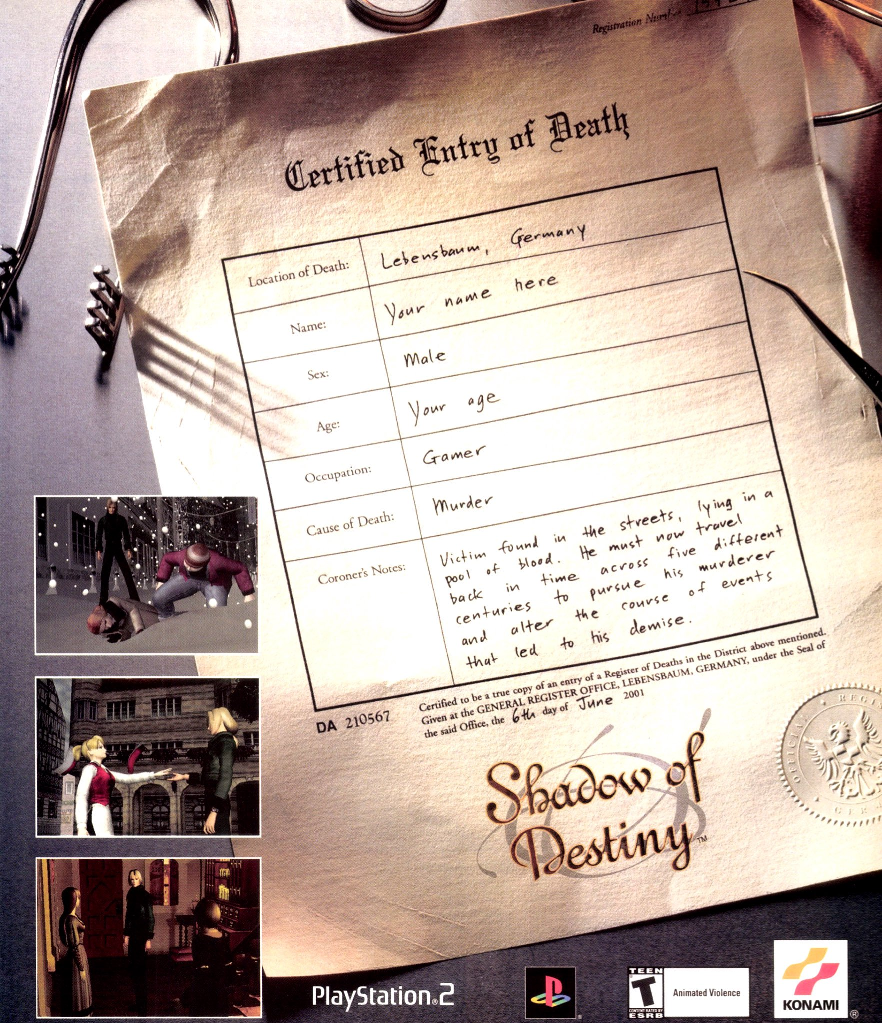
SOUNDTRACK GLOSSARY

Original Soundtrack
Also referred to as "OST." Usually a direct lift of the actual in-game soundtrack. Often includes everything from theme music to background tunes to the short interludes that play during cinemas and the like. The best starting point if you're interested in a game's music.

Symphonic Soundtrack
A game's score that's recorded by a full orchestra and other live musicians, as opposed to the synthesized tracks that comprise most soundtracks.

Arranged Soundtrack
An enhanced version of the OST. Some additions include extra tracks, rerecordings of tracks with live musicians, remixes and added effects.

Remix Soundtrack
A complete reworking of a game's soundtrack by a DJ, usually resulting in an assortment of questionable dance remixes.



Registration Number

Certified Entry of Death

Location of Death:	Lebensbaum, Germany
Name:	Your name here
Sex:	Male
Age:	Your age
Occupation:	Gamer
Cause of Death:	Murder
Coroner's Notes:	Victim found in the streets, lying in a pool of blood. He must now travel back in time across five different centuries to pursue his murderer and alter the course of events that led to his demise.

DA 210567

Certified to be a true copy of an entry of a Register of Deaths in the District above mentioned.
Given at the GENERAL REGISTER OFFICE, LEBENSBAUM, GERMANY, under the Seal of
the said Office, the 6th day of June 2001

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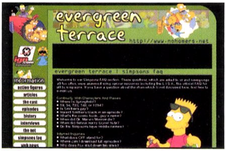


Bookmarks

www.ddrfreak.com
Get a taste of the dedicated subculture spawned by Dance Dance Revolution.

www.michiko.com
Check out the artistic stylings of our feature story's illustrator, then pick up some "BimBionic" goodies.

www.OpiumMagazine.com
The newly launched brainchild of our esteemed colleague, this site mixes literary references and comedy with ferocious tenacity.

arrgh.co.uk
The Anally Retentive Retro Games Homepage. The name says it all.

www.dystopiacartoons.com
Funny cartoons. Amusing drawings. Single panels that'll make you laugh.

zfc.virtualave.net/jokes.html
Zoe's funny database—not Zoe Flower, or Zone of the Enders, but someone who collects together links of just about every joke site on the Web.

www.nohomers.net
The Evergreen terrace unofficial Simpsons homepage with links and info that cover just about everything Simpsonian.

dperry.com
Get the inside scoop about getting into the games industry from Shiny's Dave Perry.

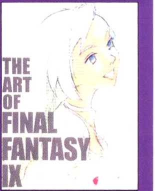
www.100hot.com
Web sites ranked in order of popularity and good stuff like that.

www.playstation.com
The official PlayStation Web site and home of the PlayStation store.

www.gamedad.com
OPM media critic John Scalzi's site, which is directed at parents who want to take an active role in the video games their children play.

Art and Fantasy

The Art of Final Fantasy IX

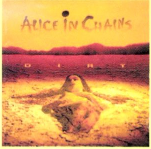


Final Fantasy IX is easily one of the most visually impressive games to date, so why not a coffee table-style art book (albeit without the requisite hard cover)? Brady Games, in partnership with Squaresoft, has done an able job of capturing the scope of this game, providing a vast collection of concept sketches, renders, images and cinema stills. The book is also laid out nicely, with sections covering the characters (both playable and nonplayable), world locations (including interesting overviews and revealing inside sketches), monsters, equipment and more. There's even a small gallery of the legendary Yoshitaka Amano's wispy drawings. What's missing here, though, is any sort of perspective. Aside from the very occasional blurb describing characters and the like, there's no text here. No interview with the designers, no discussion of the creative process, no explanation of how FFIX evolved from Amano's flowery, romantic sketches to the more cutesy look of the game. They say a picture's worth a thousand words, but a few extra words here or there would have added a lot of value to this one.
(Brady Publishing, $19.95)

Sound Station

By John Scalzi

Rock from games that rock. This month's edition features albums from bands who contributed to the ATV Offroad Fury and Knockout Kings 2001 soundtracks.



Alice in Chains: *Dirt*

Columbia Records
Featured In: ATV Offroad Fury

If Alice in Chains had been formed five years earlier, they would have been a hair-metal band. Five years later, they would have been Creed. Instead, they landed smack-dab in the grunge pile, a slightly more respectable neighborhood, and are accorded more respect. Luck, I say. *Dirt* is the band's definitive musical statement, and it's not exactly overwhelming; other than "Would?" and the brooding "Rooster," there's nothing that's more or less than competent rock.

Final Score ●●●

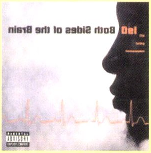
ANTHRAX
RETURN OF THE KILLER A's

Anthrax: *Return of the Killer A's*

Beyond Records
Featured In: ATV Offroad Fury

Yes, Run-DMC and Aerosmith's "Walk This Way" was the first rock/rap collaboration. But if you want the first one that actually matters, you gotta go with Anthrax and Public Enemy's blistering "Bring The Noise," which provided the blueprint for folks like Limp Bizkit and Kid Rock. "Bring the Noise" is here, as well as most of Anthrax's other hits, which stand up just fine after a decade or more. Besides, you gotta like any band that covers both PE and Joe Jackson.

Final Score ●●●●

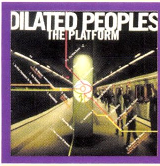


Del the Funky Homosapien: *Both Sides of the Brain*

Hieroglyphics Imperium
Featured In: Knockout Kings 2001

Far and away my favorite track on this album is "If You Must," in which Del obsesses about the hygiene of those around him (apparently Del's world is a very dirty one). I think I like it because it's not a usual topic for anyone dabbling in popular music—it's inventive and funny, and a great lesson for dirty, dirty people everywhere. The rest of the album's pretty good too: smarter and fresher than a lot of rap these days. A good change of pace. Soap up and take a listen.

Final Score ●●●◖



Dilated Peoples: *The Platform*

Capital Records
Featured In: Knockout Kings 2001

Dilated Peoples is rap for people who want to know what Dilated Peoples think about rap. If you're one of those people, you'll like this album just fine; sonically, it chugs along nicely with a spare but solid sound. However, if you don't care what Dilated Peoples think about rap, you'll get bored pretty quickly. I don't—in general I think rappers talking about rap is the most pointless yet strangely persistent artifact of the whole genre. So guess where I fall on this album. Next.

Final Score ●●

SOUNDGARDEN

Soundgarden: *Superunknown*

A&M Records
Featured In: ATV Offroad Fury

One of the Holy Trinity of Popular Grunge Albums, *Superunknown* is Soundgarden in its most highly polished, ready-for-MTV form—the least punky and most hard rock-filled of all the grunge megabands, with "Black Hole Sun" in particular being the grunge analog to the grandiose tub thumpers that Zep and Sabbath would slam out on a regular basis. They broke up, while Alice in Chains chugs on, proving this really is not the best of all possible worlds.

Final Score ●●●●◖

John Scalzi's been reviewing music since Del was only a slightly funky Piltdown Man. Visit his Web site (John's, not Del's) at www.scalzi.com. Oh, and were you wondering about the other members of the Holy Trinity of Popular Grunge Albums? Nirvana's Nevermind *and Pearl Jam's* Ten*. So there.*

DVD Reviews

By John Scalzi

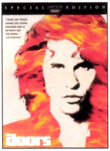
You'll find here some of the more notable selections of recent DVD releases, including a few classics (although calling anything done by Roger Corman "classic" may be stretching it quite a bit).

ROGER CORMAN CLASSICS
Richard THOMAS
Robert VAUGHN
John SAXON
George PEPPARD
BATTLE BEYOND THE STARS
A BATTLE BEYOND TIME...BEYOND SPACE.
ART DIRECTION BY JAMES CAMERON
SCREENPLAY BY JOHN SAYLES
MUSIC BY JAMES HORNER

Battle Beyond the Stars: Roger Corman Classics

Roger Corman, the acknowledged King of the B-movie, can make a movie for the same amount that most movie makers pay for their catering. Most of what he makes is crap, but occasionally he comes up lucky, like he did with this 1980 sorta-classic. *Battle* was one of the first films of James Cameron (who did special effects) and screenwriter John Sayles, who stole his story from *Seven Samurai* and padded it out with amusing moments, like when an alien collective enjoys its first hot dog. The film is populated with TV rejects and is clearly designed to cash in on the *Star Wars* mania of the time, but I dare you to watch it without having fun. No extras in the DVD—those would cost money. Corman can't have that.

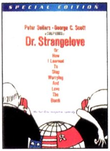
Movie Score ●●◖
DVD Extras Score N/A



The Doors Special Edition

Oliver Stone is a pompous, overrated gasbag of a director, but he knows his audience. This is why he's the Official Baby Boomer director, just like Jim Morrison (also, incidentally, hideously overrated) is the Official Baby Boomer doomed young poet. Stone and Morrison collided with *The Doors*, and the result, unsurprisingly, is mostly indulgent and bloated—except when Morrison (scarily well-played by Val Kilmer) is on stage. Then it's magic. This is a movie for those moments. The special edition features a Stone commentary track (yeeegh), interviews with all the stars, concert footage, and a "making-of" documentary tellingly entitled "The Road to Excess." Believe it.

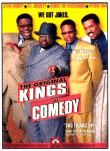
Movie Score ●●◖
DVD Extras Score ●●●


SPECIAL EDITION
Peter Sellers · George C. Scott
Dr. Strangelove
Or: How I Learned To Stop Worrying And Love The Bomb

Dr. Strangelove: Special Edition

One of the essential films, *Strangelove* is masterpiece of Cold War paranoia and is also one of the blackest, funniest movies you'll ever see. Peter Sellers plays three roles, including the title role, and is amazing in all of them, and the moment where Slim Pickens rides a bomb out of the bottom of a U.S. bomber is one of the enduring images of cinema. If you don't get this DVD, you're a damned fool. This release features a making-of documentary, interviews with Sellers and George C. Scott, and a feature on director Stanley Kubrick. Did I mention you should get it? Well, you should.

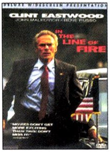
Movie Score ●●●●●
DVD Extras Score ●●●◖



The Original Kings of Comedy

Interestingly, this is probably the most profitable film Spike Lee has ever released: It was shot on digital videotape and cost about $3 million to make, and grossed more than $50 million in the theatres. Why? Because it's funny as heck: Four comedians (Steve Harvey, D.L. Hughley, Cedric the Entertainer and Bernie Mac) on a stage, doing their thing, which ranges from accessible (Hughley) to the topical and cutting (Bernie Mac). No, it's not Richard Pryor (who was a freakin' genius, you know), but it's more than a couple of steps up from your usual stand-up on Comedy Central. DVD comes with a music video and a featurette on the Kings of Comedy.

Movie Score ●●●◖
DVD Extras Score ●●◖



In the Line of Fire: Special Edition

Clint Eastwood lets JFK get shot and spends the next three decades feeling bad about it. Hey, we all make mistakes. Fortunately, this movie wasn't one of them—it's a lot of fun watching Eastwood as the crusty Secret Service dude matching wits with John Malkovich as the creepy would-be presidential assassin. And for Secret Service buffs, the special edition is jammed with documentaries and features on everybody's favorite humorless bodyguards, as well as the usual commentary tracks, deleted scenes and production goodies.

Movie Score ●●●◖
DVD Extras Score ●●●●

DVD News

Die Hard, Harder and hardest
For those *Die Hard* fans who've been waiting month in and month out to blow up that sweet new set of Infinity speakers, word is you won't have to wait too much longer. According to thedigitalbits.com, *Die Hard: 5 Star Edition* (two discs) will release June 26 of this year. Also on that date, special editions of *Die Hard 2: Die Harder* and *Die Hard with a Vengeance* will also hit DVD stands.

Duchovny without the sappiness
Disappointed by the lame love antics of Duchovny in *Return to Me*? Then soften up a seat on the couch for *X-Files: The Complete Third Season*, expected out on May 8.

Dogma delayed
For those waiting for witty extras from dialogue guru Kevin Smith, wait on. *Dogma: Special Edition* was set to release on Jan. 9, but according to thedigitalbits.com, a delay occurred because of "issues beyond the studio's control." Whatever that means. Anyhow, expect a new announcement within the next couple of weeks.

Ordinary? You'll have to wait to find out
Also from thedigitalbits.com: Apparently Paramount's *Ordinary People* DVD (originally expected on shelves Feb. 27) will be delayed. At least it's for a decent reason. Word is that director Robert Redford (what a hunk!) has committed to doing a commentary on the disc, which means extra production time. Definitely worth the wait.

Star Wars on DVD?
These thedigitalbits.com guys are good, but even we're leery to hear that *Star Wars–Episode I: The Phantom Menace* will be on DVD late this year. Expect it to be a special edition, but don't expect it to change what a lame effort the movie actually was. And that's coming from some die-hard Star Wars fans.

Coming Soon

2/20/2001
The Doors (Special Edition)
Do the Right Thing (Criterion)
The Watcher
Butterfly

2/27/2001
Wonder Boys
Nurse Betty

3/6/2001
Meet the Parents

3/13/2001
Almost Famous
Reversal of Fortune
A Passage to India
The 6th Day
Legend of Drunken Master

3/20/2000
Requiem for a Dream
The Sword in the Stone
Remember the Titans
Saturday the 14th
Lucky Numbers

3/27/2000
Charlie's Angels
Girlfight

4/3/2000
The World According to Garp
Being There

THE WATCHER

WONDER BOYS

ALMOST FAMOUS

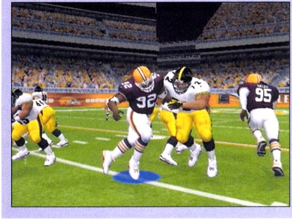
Top 10 Charts

PS2 Top Ten

There were no surprises this month with PS2 software sales. Madden, winning the battle in the trenches, held on to the top spot, and *OPM*'s game of choice, SSX, finally climbed to No. 2. But now we're scratching our heads wondering when TimeSplitters is going to make the leap into the Top Ten.

	Last Month	Title / Publisher	Rating
1	1	Madden NFL 2001 *EA Sports*	●●●●◖

Even with the Super Bowl over and done with, Madden's still topping the charts. Not surprising, considering the new league parity meant that the star-studded offense of the St. Louis Rams couldn't squeak past the first round of the playoffs after stealing a berth. Hats off to the champs, though, who proved that perseverance plus smash-mouth still stand for something. In this case, a big fat ring.



	Last Month	Title / Publisher	Rating
2	4	SSX *EA Sports BIG*	●●●●●
3	2	Tekken Tag Tournament *Namco*	●●●●◖
4	5	NHL 2001 *EA Sports*	●●●●

With hockey deity Mario Lemieux back in action, the Penguins are for real. Re-create the league's best player for the ultimate thrill.

	Last Month	Title / Publisher	Rating
5	—	FIFA 2001 *EA Sports*	●●●●◖
6	6	Midnight Club *Rockstar*	●●●●
7	—	Nascar 2001 *EA Sports*	●●◖
8	9	Ready 2 Rumble: Round 2 *Midway*	●●●●
9	8	Smuggler's Run *Rockstar*	●●●●
10	—	Ridge Racer V *Namco*	●●●●◖

Source: NPD TRSTS Video Games Service, mid-December 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

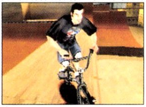
OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Gran Turismo 3	*Sony CEA*
3	Zone of the Enders	*Konami*
4	Dark Cloud	*Sony CEA*
5	Silent Hill 2	*Konami*
6	Soul Reaver 2	*Eidos*
7	Twisted Metal: Black	*Sony CEA*
8	SSX DVD	*EA Sports BIG*
9	Onimusha: Warlords	*Capcom*
10	NBA Street	*EA Sports BIG*

Japan's Top 10 PS and PS2 Games

1	Victorious Boxers (PS2)	*ESP*
2	DOA2: Hardcore (PS2)	*Tecmo*
3	Crash B'coot Carnival (PS)	*Sony CEI*
4	Kengo (PS2)	*Genki*
5	Dark Cloud (PS2)	*Sony CEI*
6	Tales of Eternia (PS)	*Namco*
7	Rockman X5 (PS)	*Capcom*
8	Sidewinder Max (PS2)	*Asmik*
9	FIFA 2001 (PS2)	*EA Square*
10	Dragon Quest VIII (PS)	*Enix*

OPM's Most Wanted PS one Games



1	Mat Hoffman's BMX	*Activision*
2	Fear Effect 2	*Eidos*
3	Alone in the Dark: TNN	*Infogrames*
4	Chrono Trigger	*Square EA*
5	Dragon Warrior VII	*Enix*
6	Twisted Metal: Black	*Sony CEA*
7	Metal Slug X	*Agetec*
8	Triple Play 2002	*EA Sports*
9	Point Blank 3	*Namco*
10	C-12	*Sony*

Top 10 Selling Games, All Systems

1	Pokémon Gold (GB)	*Nintendo*
2	Pokémon Silver (GB)	*Nintendo*
3	WWF SmackDown! 2	*THQ*
4	Tony Hawk 2 (PS one)	*Activision*
5	Zelda: M.'s Mask (N64)	*Nintendo*
6	Final Fantasy IX (PS one)	*Square EA*
7	Driver 2 (PS one)	*Infogrames*
8	DK Country (GBC)	*Nintendo*
9	WWF No Mercy (N64)	*THQ*
10	Banjo-Tooie (N64)	*Nintendo*

PS one Top Ten

There are some months when we *OPM* editors just sit around for hours on end praising the game buyers of the world. This is a rare month in the PS one realm, considering only three of the 10 listed scored below the magical five-disc rating. We feel important on days like this. Important and happy.

	Last Month	Title / Publisher	Rating
1	—	WWF SmackDown! 2 *THQ*	●●●●●

What's this? The world of body-slamming and man-sweat has ousted the roughneck, scabby-kneed skateboarders from the top spot? Not a bad replacement, though, since SmackDown! 2 features everything a wrestling fan could ever want. And if you've already bought this bad boy, check out our blowout strategy in this month's Top Secrets. Yipee!

Chyna
03:17
Eddie Guerrero
Mankind

	Last Month	Title / Publisher	Rating
2	1	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
3	—	Final Fantasy IX *Square EA*	●●●●●
4	—	Driver 2 *Infogrames*	●●●●
5	2	Madden NFL 2001 *EA Sports*	●●●●●

Madden in the top 10 on both charts? You bet. Truth is, the PS one version of Madden is way better. Which is speaking quite highly.

	Last Month	Title / Publisher	Rating
6	3	Tony Hawk's Pro Skater *Activision*	●●●●●
7	—	Crash Bash *Sony CEA*	●●◖
8	—	Frogger 2: Swampy's Revenge *Hasbro Interactive*	●●●
9	8	Spyro: Year of the Dragon *Sony CEA*	●●●●●
10	4	Gran Turismo 2 *Sony CEA*	●●●●●

Source: NPD TRSTS Video Games Service, mid-December 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

Where Fingerprints would be if controller wasn't gripped so hard.
Friction burn got after getting in Hygog's Face.
9 stitches. Exactly 12 less than I gave Qubeley.
Minor blisters earned during 8-hour marathon.
Pepperoni pizza stain From all-night tournament vs. Hydra.
Gash got going toe-to-toe against Psycho.

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.

NEUE ZIEL
ZAKU II
380
350
76 28

GUNDAM
THE-O
500
500

GUNDAM
BATTLE
ASSAULT™

PlayStation
GUNDAM
BATTLE
ASSAULT
BANDAI

PlayStation

BANDAI®
BANDAI.COM

TEEN
T
CONTENT RATED BY ESRB
Animated Violence

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Coming Soon

February		
Army Men: Air Attack 2	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
ATV Offroad Fury	Sony CEA	Racing
Carrier: The Next Mutation	Jaleco	Adventure
ESPN NBA 2Night	Konami	Sports
Knockout Kings 2001	EA Sports	Sports
NBA Hoopz	Midway	Sports
NBA ShootOut	Sony CEA	Sports
NHL FaceOff 2001	Sony CEA	Sports
Warriors of Might and Magic	3DO	Action
March		
Army Men: Green Rogue	3DO	Action
The Bouncer	Square EA	Action
Dark Angel: Vampire Apoc.	Metro3D	Action
ESPN MLS ExtraTime	Konami	Sports
Heroes of Might and Magic	3DO	RPG
MDK2: Armageddon	Interplay	Action
Onimusha: Warlords	Capcom	Adventure
Portal Runner	3DO	Action
Red Faction	THQ	Shooter
Ring of Red	Konami	Strategy
Shadow of Destiny	Konami	Adventure
Star Wars: Starfighter	LucasArts	Action
Tiger Woods PGA Tour 2001	EA Sports	Sports
Tokyo Xtreme Racer 0	Crave	Racing
WDL: War Jetz	3DO	Action
WinBack	Koei	Action
The World Is Not Enough	EA Games	Shooter
Zone of the Enders	Konami	Action
April		
All-Star Baseball 2002	Acclaim	Sports
Supercar Street Challenge	Activision	Racing
Triple Play 2002	EA Sports	Sports
May		
Gauntlet: Dark Legacy	Midway	Action
Herdy Gerdy	Eidos	Adventure
Project Eden	Eidos	Adventure
Resident Evil—Code: Veronica	Capcom	Adventure
Star Wars: Super Bombad	LucasArts	Racing
Other Spring Releases		
007 Racing	EA Games	Action
Age of Empires II	Konami	Strategy
Commandos 2	Eidos	Strategy
Cool Boarders 2001	Sony CEA	X-Sports
Giants: Citizen Kabuto	Interplay	Action
Gran Turismo 3 A-spec	Sony CEA	Racing
Klonoa 2: Lunatea's Veil	Namco	Action
Mobile Suit Gundam	Bandai	Action
ModernGroove	3DO	Music
Offroad Thunder	Midway	Racing
Quake III Revolution	EA Games	Shooter
Sammy Sosa High Heat 2002	3DO	Sports
Twisted Metal: Black	Sony CEA	Action
Future Releases		
7 Blades	Konami	Action
Armada 2	Metro 3D	Action
Baldur's Gate II	Interplay	RPG
Barbarian	Titus	Action
Bloody Roar 3	Interplay	Fighting
Bust-A-Groove 3	Enix	Dancing
CART Fury	Midway	Racing
Clive Barker's Undying	EA Games	Action
CMX 2002 f/ R. Carmichael	THQ	Racing
Crash Bandicoot	Konami	Action
Dark Cloud	Sony CEA	Adventure
Devil May Cry	Capcom	Adventure
Disney's Dinosaur	Ubi Soft	Action
Drakan	Sony CEA	Adventure
Dropship	Sony CEA	Action
Ephemeral Fantasia	Konami	RPG
Evil Twin	Ubi Soft	Adventure
Extermination	Sony CEA	Adventure
F1 Racing Championship	Ubi Soft	Racing
Final Fantasy X	Square EA	RPG
Fur Fighters	Acclaim	Action
G-Surfers	TBA	Racing
The Getaway	Sony CEA	Racing
Gunslinger	Activision	RPG
Half-Life 2	Sierra	Shooter
Harry Potter	EA Games	Adventure
ICO	Sony CEA	Action
Kelly Slater's Pro Surfer	Activision	X-Sports
Kessen II	TBA	Strategy
Legacy of Kain: Blood Omen 2	Eidos	Adventure
Legacy of Kain: Soul Reaver 2	Eidos	Adventure
Legion: Legend of Excalibur	Midway	Strategy
The Lost	Crave	Adventure
Metal Gear Solid 2: SoL	Konami	Adventure
Motor Mayhem	Infogrames	Action
NASCAR Heat	Hasbro	Racing
Navy SEALS	Jaleco	Action
No One Lives Forever	Fox Interactive	Shooter
Pirates of Skull Cove	EA Games	Strategy
Run Like Hell	Interplay	Adventure
Silent Hill 2	Konami	Adventure
Sled Storm 2	EA Games	Racing
Soldier of Fortune	Majesco	Shooter
Star Trek Voyager: Elite Force	Majesco	Shooter
Stunt GP	Infogrames	Racing
Supercar Street Challenge	Activision	Racing
Test Drive Off-Road: WO	Infogrames	Racing
WipeOut Fusion	Psygnosis	Racing
World Sports Cars	Empire	Racing

Gran Turismo 3 A-spec

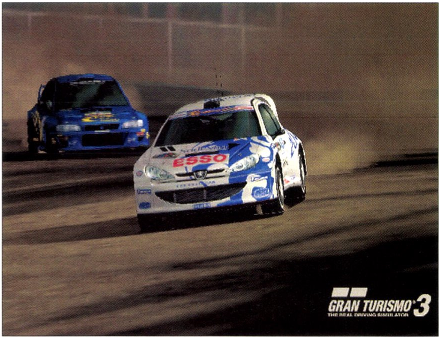
Gentlemen, start your drooling...

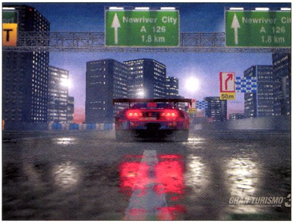
A recent **Sony CEA** visit gave us the chance to play the latest version of GT3, and there aren't enough interjections in the English language to describe how incredible an experience that was. Having just been sent a playable demo of the Trial Mountain course, we'd already seen the gorgeous, hi-res, 60 fps graphics. We'd already seen the amazing lighting effects of sunlight slanting through dense trees, realistic shadows, and the spectacular glare of the setting sun. We'd already experienced the more realistic suspension, causing cars to noticeably lift at the tops of hills, settle at the bottom, and tilt around turns.

But we hadn't seen the entirely revamped replays, with super-dramatic pans to help enhance the sense of speed and more realistic camera views that shake and jitter at long range, sometimes even lagging behind when tracking the car—making them almost indistinguishable from the real thing. We hadn't experienced the equally enhanced Drift mode, which gives the game an almost Ridge Racer-like feel. We hadn't seen the Rally races, where the lead car can sometimes kick up so much realistic-looking dust that the following vehicle is almost literally driving blind. We hadn't seen the amazing weather effects, featuring realistic fog and amazing rain. We hadn't heard the new, car-specific tire squeals or the sound (and feel!) of the wind slamming into your car at high speeds.

And we certainly hadn't gotten a chance to play with the custom racing wheel being developed specifically for GT3 (well, most of us, anyway). This thing features force feedback and a satisfying range of movement, and it can actually *improve* your performance—unlike most racing wheels, which at the very least are an acquired taste. You'll probably want to start thinking about where you'll put yours.

And you'll also want to get some friends together, because although it wouldn't release specific details, **Sony** has confirmed that the game will support *six* (that's SIX) players via the iLink port. All this and a soundtrack featuring 20 of the most rockin' artists from the '80s, '90s and today. We just pray that Sony's unspecific "**spring**" release date proves to be *early* spring. Pretty please?





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GRAN TURISMO 3
THE REAL DRIVING SIMULATOR

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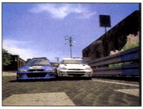
GRAN TURISMO 3



GRAN TURISMO
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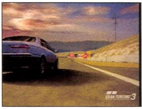
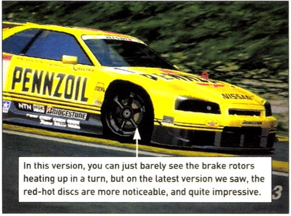
GRAN TURISMO 3
THE REAL DRIVING SIMULATOR

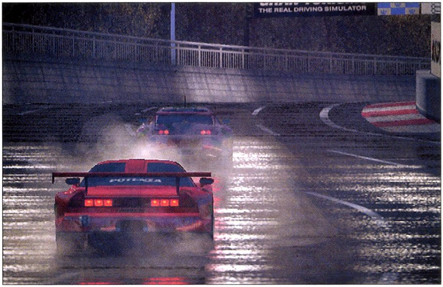


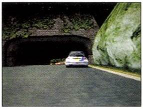
The Vehicle Lineup So Far, Part One

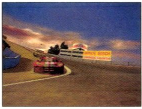
Acura
CL 3.2 Type S
Integra Type R
NSX
Alfa Romeo
156 2.5 V6 24V
156 Super Turismo
Aston Martin
DB7 Vantage Coupe
V8 Vantage
Audi
S4
TT 1.8T quattro
BMW
328ci
Chevrolet
Camaro SS
Camaro Z28
Corvette Grand Sport
Corvette Z06
Chrysler
PT Cruiser
CitroenXsara
Rally Car
Daihatsu
Mira TR-XX Avanzato R
Storia X4
Dodge
Viper GTS-R Team Oreca
Viper GTS
Fiat
Coupe Turbo Plus
Ford
Escort Rally Car
Focus Rally Car
GT40
GT40 Race Car
Mustang SVT Cobra R
Gillet
Vertigo Race Car
Honda
Accord Euro-R
Arta NSX
Castrol Mugen Nsx
Civic SiR-II (EG)
Civic Type R (EK)
Cr-X Del-Sol SiR
Integra Type R 98 Spec
NSX Type R
NSX Type S Zero
Raybrig NSX
S2000
S2000 Type V
Jaguar
XJ220 Road Car
XKR Coupe
Lister
Storm V12 Race Car
Lotus
Elise 190
Esprit Sport 350
Motor Sport Elise
Mazda
Demio GL-X
Eunos Roadster Normal
Roadster 1.8 RS
Roadster RS
RX-7 Type RS
RX-7 Type RZ
Savanna RX-7 Infini III (FC)
Mercedes-Benz
CL600
CLK55
SLK 230 Kompressor
Mitsubishi
FTO GP Version R
GSR
GTO Twin Turbo
Lancer Evolution IV GSR
Lancer Evolution V GSR
Lancer Evolution VI GSR
Lancer Evolution VI GSR Tommi Makinen Edition
Lancer Evolution VI GSR Tommi Makinen Edition (Stripe)
Lancer Evolution VI Rally Car
Lancer Evolution VII
Nissan
180SX Type X
Calsonic Skyline GT


In this version, you can just barely see the brake rotors heating up in a turn, but on the latest version we saw, the red-hot discs are more noticeable, and quite impressive.

Gran Turismo 3 A-spec

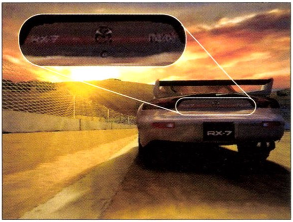


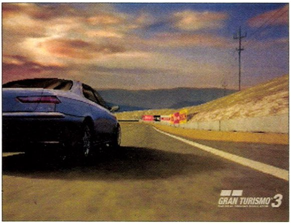


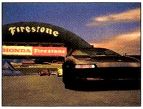


Real-flections

Dig this: Cars in GT3 now realistically reflect every feature of the track, from the painted lines below to colored signs above. At right you'll see an example; the reflection may be hard to see in a static screen, even with this enlargement, but believe us, it's there. (Below is a shot of the same spot, from a reverse angle so you can see the sign that's reflected). We're told that in the final version you'll actually be able to see the reflections of other cars, too. One word: wow.







The Vehicle Lineup So Far, Part Two

Nissan (cont.)
- Fairlady Z Version S 2-seater Twin Turbo
- Loctite Zexel GT
- Pennzoil Nismo GT-R GT
- R390 GT1 LM Race Car
- R390 GT1 Road Car
- Silvia K's 1800cc (S13)
- Silvia K's 2000cc (S13)
- Silvia K's Aero (S14)
- Silvia Spec R(S15)
- Silvia Varietta
- Skyline GT-R Vspec (R33)
- Skyline GT-R Vspec (R34)
- Skyline GT-R Vspec II (R32)
- Skyline GT-R Vspec II (R34)
- Skyline GTS-t Type M (R32)

Opel
- Caribra Touring Car

Pagani
- Zonda C12
- Zonda C12S

Peugeot
- 206 Rally Car
- 206 S16

Renault
- Clio Sport Race Car
- Clio Sport V6 24V

RUF
- 3400S
- CTR2
- R-GT

Shelby
- Cobra

Subaru
- Impreza Coupe 22B STi Version
- Impreza Rally Car
- Impreza Rally Car prototype
- Impreza Sedan WRX STi Ver. VI
- Impreza Sports Wagon STi
- Impreza Wagon WRX STi Ver. VI
- Impreza WRX STi
- Legacy B4 Blitzen
- Legacy B4 RSK
- Legacy Touring Wagon GT-B

Suzuki
- Alto Works Suzuki Sports Limited

Tommy Kaira
- ZZS

Toyota
- Altezza
- Altezza AS200
- Altezza RS200
- Autobacs APEX MR-S GT
- Castrol Tom's Supra
- Celica GT-Four(ST205)
- Celica SS-II
- Corolla Rally Car
- Denso Sard Supra
- GT-One (TS020) Race Car
- GT-One (TS020) Road Car
- MR2 G-Limited
- MR2 GT-S
- MR-S S Edition
- Sprinter Trueno GT-Apex (AE86 Type I)
- Sprinter Trueno GT-Apex Shigeno version
- Supra RZ
- Supra SZ-R
- Vitz Euro Edition
- Vitz RS 1.5

TVR
- Griffith 500
- Speed 12
- Tuscan Speed 6

Vauxhall
- Astra
- Caribra
- VX220

Volkswagen
- Lupo Cup Car
- New Beetle 2.0
- New Beetle Cup Car
- New Beetle RSi

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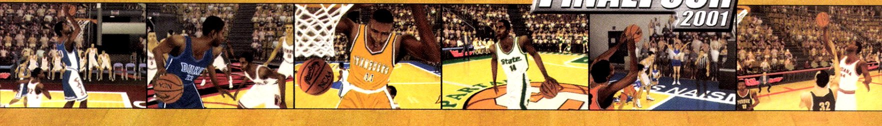

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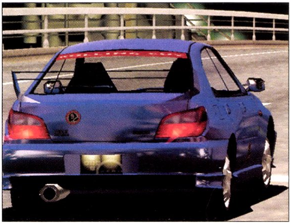
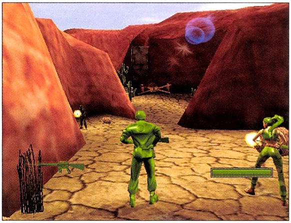
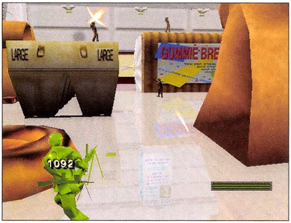


Tokyo Xtreme Racer 0

You may be familiar with the Tokyo Xtreme Racer franchise on the Dreamcast, and **Crave** finally brings the series to PS2 with the tentatively titled Tokyo Xtreme Racer 0 this **March**. Essentially an upgraded version of Tokyo Xtreme Racer 2 (which scored some good reviews itself), TXR0 should offer over 65 cars and more than 100 miles of road. But the best part? How does racing another driver as you scream down populated highways sound? We're looking forward to it.





Army Men: Sarge's Heroes 2

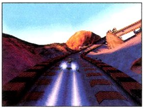
It's not clear at this point what, if anything, **3DO** is changing for the PS2 release of SH2—other than the super-souped-up graphics, including a really fancy shiny effect that makes all the characters look "like real plastic Army Men." So, sometime in the **first quarter** of this year we can expect to continue the more lighthearted adventures of Sarge and Vikki and friends as they combat the evil General Plastro and the new threat of the villainous, voluptuous Brigitte Bleu.

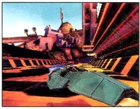
WipeOut Fusion

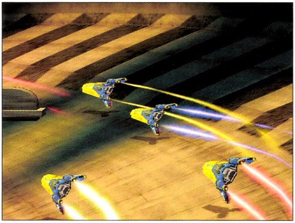
The formula for futuristic speed

Since our last update of WipeOut Fusion several issues ago, development has seen a great deal of progression. First off, the **Sony** Liverpool team states that the game now runs at a full 60 frames per second with 16 ships on screen at once. However, it has taken the team some time to get used to the PS2. "After we first got the PS2 hardware, everyone was saying, 'Bullsh—,'" designer Rob Francis informs *OPM*. "Now we realize that with the right type of thinking and implementation, absolutely amazing things are possible."

As you'll notice in the screenshots below, the tracks themselves involve all sorts of twists and loops that add a whole new feel to the WipeOut series. The Fusion tracks are also wider than in previous titles, which, according to the developers, gives players more freedom to decide whether to opt for weapons or speed (there are even free-form areas, where you're not limited to track). We've also recently found out that the game makes full use of the PS2's Dual Shock 2 controller. "We're aiming to support the analog buttons for thrust, braking and firing weapons," says Francis. WipeOut Fusion is currently around 80 percent complete and should be available by **late spring**.

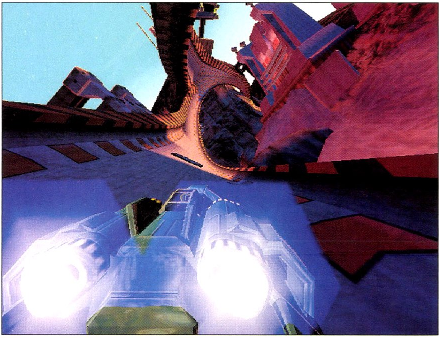






Competition

Unlike previous WipeOut games, the opponents you race in Fusion won't follow a predetermined course. Rather, each racer actually drives his or her own ship. Opponents also have personalities and skills that will be noticeable during the race. There are 26 weapons available to you, including certain ones specifically designed for multiplayer action. Certain team-specific superweapons can be unlocked by completing challenges, as well.



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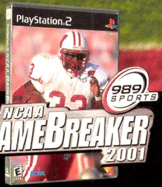

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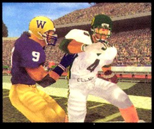
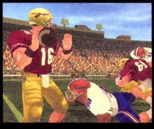


115 Division I-A Teams and Stadiums



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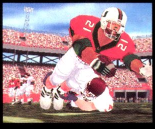
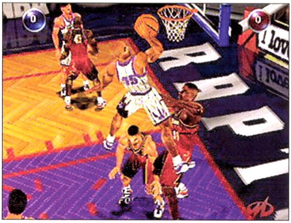
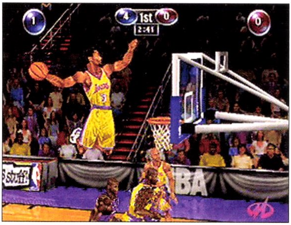


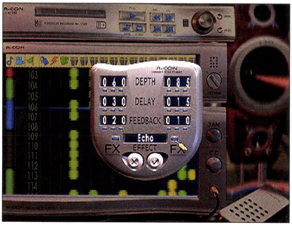
Keith Jackson Play-by-Play





NBA Hoopz

If you checked out our Shaquille O'Neal interview last December, you also got a sneak peek at **Midway**'s latest roundball effort. Hoopz is essentially NBA Showtime plus a player. That's right, three-on-three. A few additions include a set of six new minigames like 21, Around the World and Hoopz School, and a new Create-A-Team mode. With over 500 new animations, grab the Multitap and get to peppering in a nice windmill with your dunk. It's available **this month**.



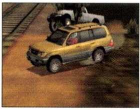
MTV Music Generator V.2

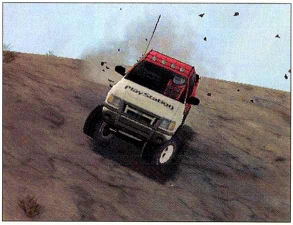
It appears that **Codemasters** has maintained all the staggeringly powerful features of the original MG while throwing in more in-depth options like the ability to manipulate "envelopes" (pitch, modulation, etc.) for song samples and the inclusion of various interface "skins." The PS2's faster CD drive and larger memory should make it easier to record samples from CDs, and hopefully mouse support will make the entire application more user-friendly. Watch for it in **April**.

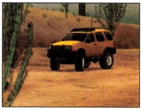
4x4 Evolution

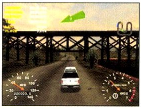
Video game offroading evolves

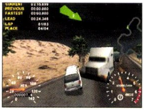
With the popularity of sports utility vehicles and trucks at an all-time high, developer **Terminal Reality** in partnership with **G.O.D. Games** has put together a game allowing enthusiasts to give their vehicles a good virtual offroad workout. Titled 4x4 Evolution, the game features a whole roster of real offroad vehicles such as the Toyota 4-Runner series, Lexus LX470, Toyota's RAV4 and Land Cruiser, in addition to Nissan's Pathfinder. As can be discerned by the accompanying screenshots, 4x4 doesn't skimp out in the graphics arena, either. Environments are filled with detail and the vehicles are some of the most realistic video game representations yet (each is made up of approximately 5,000 polygons). With over 15 tracks, lots of options, and plenty of open road, 4x4 should keep offroad fans busy when it debuts this **spring**.





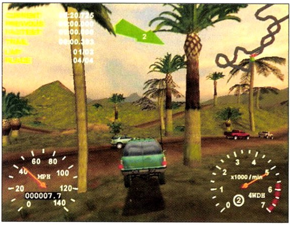


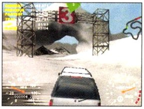




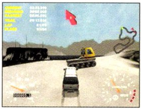
Watch Out!!

One of the interesting things about 4x4 Evolution is that, even though you have to pass through given checkpoints, you literally make your own path through the giant environments. This means you don't necessarily have to stick to the road—climbing a hill or running down a crevice could save you some time. However, obstacles such as trees, trains or other vehicles can be around any turn.





PlayStation



We've given you control. What will you do with it?

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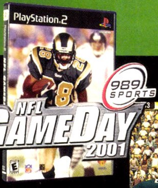
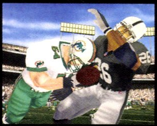
PLAYERS INC



PlayStation.2

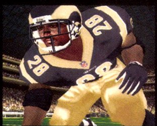
www.989sports.com

Exclusive ProTalk™ Feature

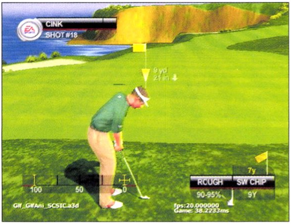


Position Specific Mo-Capped Moves

Next Generation A.I.

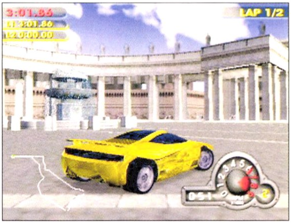


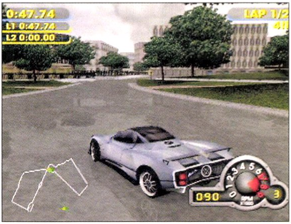
Innovative Physics-Based Gameplay



Tiger Woods PGA Tour 2001

EA Sports is putting the finishing touches on its Tiger Woods game for the PS2, and it should be in stores within the **first quarter** of this year. Though at this point the company seems to be taking a Knockout Kings approach, offering basically the same game with graphical enhancements and small tweaks, this sim-heavy title should nevertheless prove a boon to PS2 owners with its exclusive inclusion of Pebble Beach and its extensive roster of PGA Tour pros.





Supercar Street Challenge

It's easy to see why **Activision** has changed the name of the game formerly known as Street Lethal to Supercar Street Challenge. After all, since you're now able to drive through buildings and careen over sidewalks, your chances of actually becoming "lethal" extend well beyond the street. And you can do so in style, as you race through 16 city-based courses with 10 different supercars or—even better—one that you've built from scratch. The Challenge begins this **summer**.

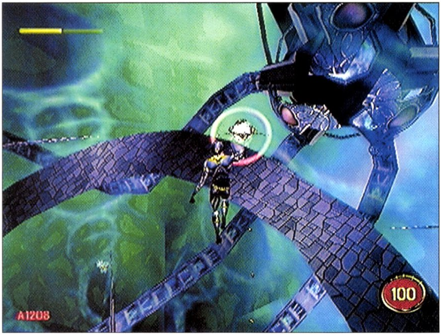
MDK2: Armageddon

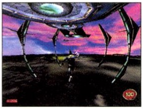
A sequel reinvented

The original MDK on PlayStation was met with mixed reviews. While its dark and somewhat surreal sense of humor might have turned some people off, its slick graphics and fast-paced action kept others plowing through it regardless. The original design work was done by Shiny (renowned for its unusual humor), but **BioWare**, the Canadian developer responsible for the megahit RPG Baldur's Gate on PC, has taken the reins for the PS2 sequel.

Originally released for the Dreamcast, MDK2 was regarded as a much better game than the original, but was criticized for its occasionally obscene difficulty. With this very much in mind, the PS2 version has undergone some major revisions to make it more playable—hence the addition of the "Armageddon" subtitle to signify this as something of a "director's cut."

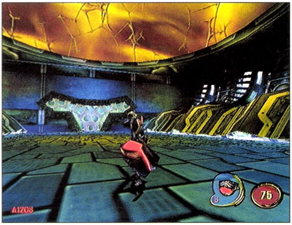
For those of you who know little of the game's background, the name actually stands for "Max, Dr. Fluke Hawkins and Kurt"—the three main characters—all of whom you get to play, and all of whom offer different styles of gameplay. Max is a six-legged, gun-happy dog, the Doc more of a thinker, and Kurt sneaks around and snipes at bad guys. Watch for MDK2 from **Interplay** in the **spring**.

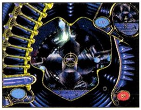




Sniperoonie

One of the innovations made in the original MDK was the addition of the "sniper mode." The main hero, Kurt, attaches his gun to the front of his face (making him look like a weird black-suited alien with a big nose) and then aims by looking around. By picking up different power-ups he can "snipe" with grenades, mortars and various other weaponry. This also acts as a great way of seeing the amusing characterizations of the bad guys up close.





Tues. 5:15. Package being delivered.
EXPLOSIVE
EXPLOSI

Anytime is a good time for fireworks.

FANTAVISION

PlayStation 2
FANTAVISION
E

These days the word addiction gets a bad rap. Sure, there's a long list of bad influences out there. But an addiction to setting off massive fireworks displays? Only good can come from that.

At first glance, FantaVision is a colorful fireworks puzzle game. Not so fast, my friend. Once you begin capturing and detonating flare after flare, progressing from one difficult city-scape to the next while racing against time and testing your reflexes in a one- or two-player mode your very existence begins to revolve around detonating massive combinations in order to create a pyrotechnic paradise. But you can handle it, right?

PlayStation®2

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E
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ESRB

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Fireworks should never be used without proper adult supervision. Follow all appropriate safety precautions. Fireworks are illegal in some states. Please obey your local laws.

Weather

Today's temperatures and forecasts across the nation.

c cloudy
pc partly cloudy
r rain
sf snow flurries
sh showers
s sun
sn snow
t thunderstorms
hw high winds

°Fahrenheit

Below 10 | 10s | 20s | 30s | 40s | 50s | 60s | 70s | 80s | 90s | 100s

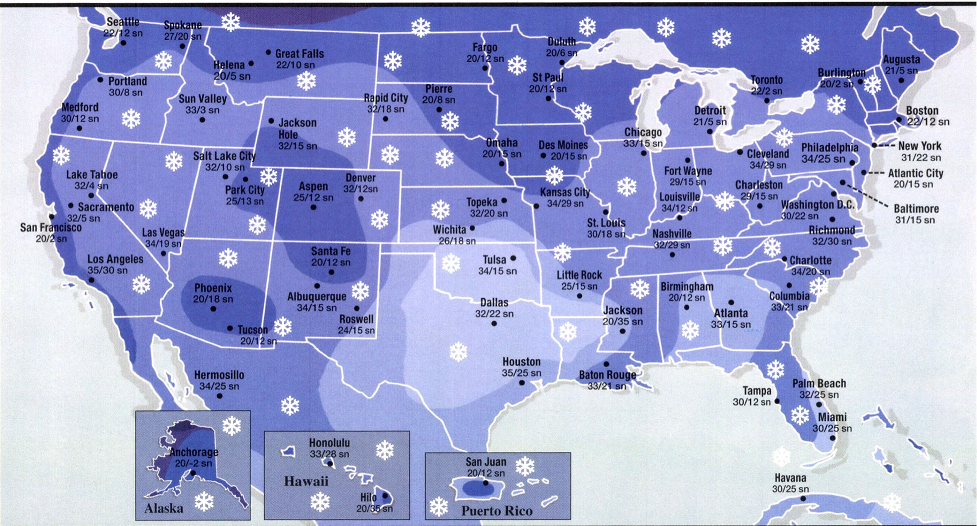
°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com. Or write to: Ask the Weatherman / TRIBUNE, 1200 White Ave., Kirkston, VA 22229


Seattle 22/12 sn
Spokane 27/20 sn
Great Falls 22/10 sn
Helena 20/5 sn
Portland 30/8 sn
Medford 30/12 sn
Sun Valley 33/3 sn
Jackson Hole 32/15 sn
Rapid City 32/18 sn
Pierre 20/8 sn
Fargo 20/12 sn
Duluth 20/6 sn
St Paul 20/12 sn
Toronto 22/2 sn
Burlington 20/2 sn
Augusta 21/5 sn
Boston 22/12 sn
Detroit 21/5 sn
Chicago 33/15 sn
Omaha 20/15 sn
Des Moines 20/15 sn
Salt Lake City 32/10 sn
Lake Tahoe 32/4 sn
Park City 25/13 sn
Aspen 25/12 sn
Denver 32/12sn
Sacramento 32/5 sn
San Francisco 20/2 sn
Las Vegas 34/19 sn
Los Angeles 35/30 sn
Cleveland 34/29 sn
Philadelphia 34/25 sn
New York 31/22 sn
Atlantic City 20/15 sn
Fort Wayne 29/15 sn
Charleston 29/15 sn
Louisville 34/12 sn
Washington D.C. 30/22 sn
Baltimore 31/15 sn
Kansas City 34/29 sn
Topeka 32/20 sn
St. Louis 30/18 sn
Wichita 26/18 sn
Nashville 32/29 sn
Richmond 32/30 sn
Santa Fe 20/12 sn
Tulsa 34/15 sn
Charlotte 34/20 sn
Phoenix 20/18 sn
Albuquerque 34/15 sn
Little Rock 25/15 sn
Birmingham 20/12 sn
Columbia 33/21 sn
Dallas 32/22 sn
Jackson 20/35 sn
Atlanta 33/15 sn
Roswell 24/15 sn
Tucson 20/12 sn
Houston 35/25 sn
Baton Rouge 33/21 sn
Hermosillo 34/25 sn
Tampa 30/12 sn
Palm Beach 32/25 sn
Miami 30/25 sn
Havana 30/25 sn
Anchorage 20/-2 sn
Alaska
Honolulu 33/28 sn
Hawaii
Hilo 20/35 sn
San Juan 20/12 sn
Puerto Rico

Atlanta
Snow 33/15
Tuesday: Snow
33/15
Wednesday: Snow
33/15
SQI: Icy

Baltimore
Snow 31/15
Tuesday: Snow
42/31
Wednesday: Snow
41/35
SQI: Fresh Powder

Boston
Snow 22/12
Tuesday: Snow
20/8
Wednesday: Snow
22/10
SQI: Fresh Powder

Charlotte
Snow 34/20
Tuesday: Snow
20/12
Wednesday: Snow
20/8
SQI: Icy

Chicago
Snow 33/15
Tuesday: Snow
20/18
Wednesday: Snow
22/5
SQI: Fresh Powder

Cleveland
Snow 34/29
Tuesday: Snow
27/18
Wednesday: Snow
25/11
SQI: Hard Pack

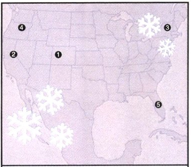
Detroit
Snow 21/5
Tuesday: Snow
30/18
Wednesday: Snow
34/22
SQI: Fresh Powder

Houston
Snow 35/25
Tuesday: Snow
42/32
Wednesday: Snow
44/31
SQI: Fresh Powder

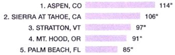
Kansas City
Snow 34/29
Tuesday: Snow
39/30
Wednesday: Snow
38/12
SQI: Fresh Powder

Los Angeles
Snow 35/30
Tuesday: Snow
40/22
Wednesday: Snow
44/31
SQI: Fresh Powder

	Nashville	New York	Philadelphia	Phoenix	Portland	Salt Lake City	San Francisco	St. Louis	Tampa	Washington D.C.
Snow	32/29	31/22	34/25	20/18	30/8	32/10	20/2	30/18	30/12	30/22
Tuesday:	Snow 28/17	Snow 35/25	Snow 30/25	Snow 32/15	Snow 25/12	Snow 27/18	Snow 18/4	Snow 28/16	Snow 20/2	Snow 33/15
Wednesday:	Snow 24/18	Snow 34/20	Snow 33/25	Snow 32/14	Snow 26/12	Snow 24/14	Snow 12/2	Snow 24/12	Snow 24/6	Snow 29/2
SQI:	Hard Pack	Fresh Powder	Hard Pack	Fresh Powder	Icy	Fresh Powder	Hard Pack	Fresh Powder	Hard Pack	Fresh Powder



HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS



Weekend sports weather

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational…For the third straight week, football stadium attendance will be significantly lower due to heavy snow… Record crowds should continue at mountain resorts nationwide.

Jones

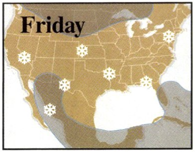
Dakides

TODAY'S SNOW QUALITY INDEX (SQI)

Powder: A perfect time to use a sick day.

Hard Pack: A prime opportunity to work on your half-pipe prowess.

Icy: A bad day riding still beats a great day working.



Today through Sunday outlook: Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

PlayStation®

Hey, anything's possible.

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.

CoolBoarders® 2001

LIVE TO BOARD

0:09:46
SCORE 400
MPH 33
FAKIE

1:35:00
SCORE 764
MPH 51
P3
TRICKS DIFFICULTY TOTAL
106 x 100 = 106
TAILGRAB
FAKIE

0:15:33
SCORE 950
MPH 46
TRICKS DIFFICULTY TOTAL
659 x 175 = 1153
MUTE GRAB
FRONTFLIP
180

1:35:00
SCORE 0
MPH 6
TRICKS DIFFICULTY TOTAL
634 x 175 = 1109
SAD AIR
FRONTFLIP
180
FAKIE

PlayStation
CoolBoarders 2001
E

EVERYONE
E
CONTENT RATED BY ESRB

IDOL MINDS

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INSOMNIAC
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
EVERYONE
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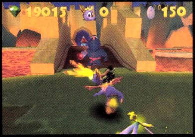
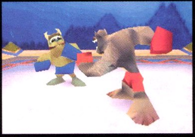
CONTENT RATED BY ESRB
Comic Mischief

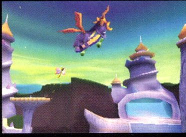
Can you take the heat?



It's barbecue time.



Bentley, the yeti with a mean left hook.



Spyro gets totally vert.

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PlayStation

Get your kicks with Sheila.

Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

SPYRO
Year of the Dragon™

The Lost

We don't know much about **Crave**'s latest adventure, but its basis on Dante's *Inferno* leads us to believe the gamer will be drawn into the depths of hell, where the worse your sins, the lower you'll descend. Chances are, you'll encounter the first circle of sinners waiting for the Resurrection or the sixth circle, where you'll find castaways who don't believe in God or heaven. Of course, the ultimate is the devil's residence in the 10th circle. You can go to hell **late this year**.

AIR CANADA
COMPAQ
NORTEL
COMPAQ

BUZZIN HORNETS

F1 2001

Developed by **Sony Computer Entertainment Europe**, this is the latest in what will no doubt be a long line of Formula 1 games for the PS2. Developed in-house by the European studios (where titles like WipeOut Fusion and The Getaway are also being managed), this game can trace its roots back to the old days of the Psygnosis F1 titles. Graphically, it looks fantastic. There's no word on an American release date yet, but we suspect it'll be available this **spring.**

Onimusha: Warlords

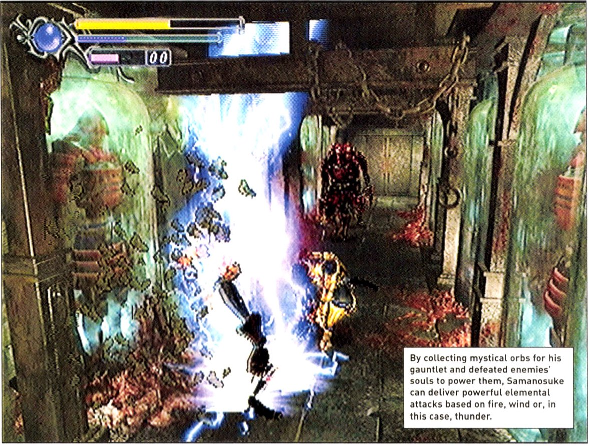
The next Capcom super-franchise?

With such successful franchises as Resident Evil, Street Fighter and Mega Man in its stable, some might find it odd that **Capcom** has poured more production value into Onimusha than any other game in company history. But it has. With more than 70 team members working on the title—totaling over 300,000 man hours of cumulative work (in other words, it'd take one person 144 years to create)—the Kurosawa/Resident Evil-inspired project was developed by notable outsiders as well. The story, which extends the legend of historical character Nobunaga Oda, was written by Resident Evil 2 scribes Flagship, while Links has already won a prestigious award for its amazing CG opening to the game (see sidebar). Meanwhile, Onimusha's orchestral soundtrack was composed by none other than Japan's world-famous Mamoru Samuragouchi, and performed by the 200-plus-piece New Japan Philharmonic.

Fortunately, early indications strongly suggest that every dime put into Onimusha was money well spent. The story is one of those that starts out as simple as a missing princess, but later unfolds into something far less cliché. As the samurai Samanosuke, you're off to perform your heroic duty against all sorts of demonic entities. On your side, though, is the Clan of Ogres, which has granted you a magical gauntlet capable of absorbing the souls of defeated enemies in a similar manner to Soul Reaver. The power can in turn improve your health or enable you to use the magic elemental powers granted by mystical orbs. You also earn experience that can be used like money to upgrade your weapons, magic attacks and items. And although some might frown upon the Resident Evil-style controls and prerendered backgrounds (beautiful as they may be), the game's fighting system compensates for any awkward angles with a fairly precise lock-on feature. But even with all of this demon-slaying going on, a few puzzles enter the fray, as well, some easy...some not.

We've played a good bit of Onimusha now, and it's certainly something we're looking forward to. Expect a review next month, or check it out yourself this **March**.

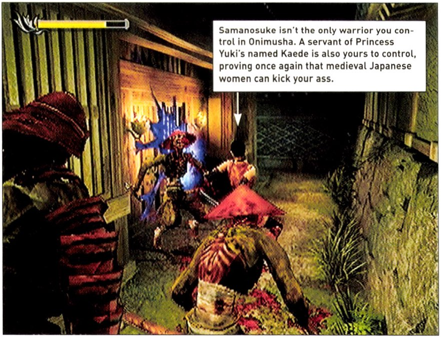
I give you my word. I will save princess Yuki.



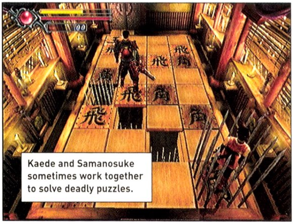
By collecting mystical orbs for his gauntlet and defeated enemies' souls to power them, Samanosuke can deliver powerful elemental attacks based on fire, wind or, in this case, thunder.

CG Perfection

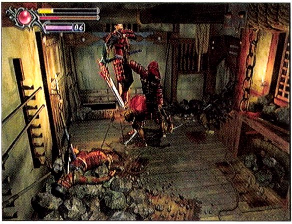
The computer-generated opening to Onimusha is nothing less than awesome, including the first six-person motion-capture sequence ever performed. The result features moments that look all-too realistic in that Japanese *Braveheart* kind of way. The five-minute scene won the Siggraph Best of Show award last year, besting competition from *The Matrix*, *The Perfect Storm* and *Fight Club*. It's the first time a video game has taken the prestigious honor.



Samanosuke isn't the only warrior you control in Onimusha. A servant of Princess Yuki's named Kaede is also yours to control, proving once again that medieval Japanese women can kick your ass.

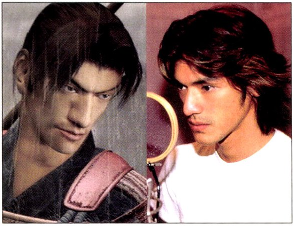


Kaede and Samanosuke sometimes work together to solve deadly puzzles.



Spitting Image

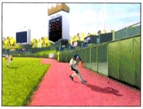
The heroic looks of Onimusha's Samanosuke weren't just dreamed up by some Capcom artist. Rather, the character was actually modeled after big-time Japanese actor Takeshi Kaneshiro, who, in addition to providing voice for the Japanese version, also helped design enemies. In order to get a spot-on likeness and to allow Samanosuke to emote, Kaneshiro underwent facial motion-capture, and a plaster mold of his face was created.

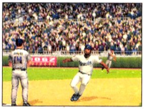


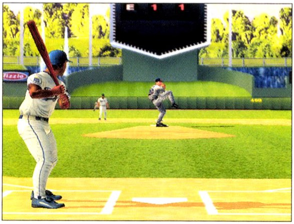
Triple Play 2002

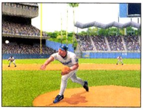
Take me out to the ballgame

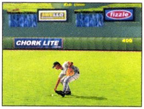
Swinging and missing in last year's Triple Play was like hitting 70 dingers in a season. Not impossible, but unlikely. For those troubled by the 15-14 slugfests that were more norm than rarity, **EA Sports** has implemented a visible strike zone and pitch placement cursor for TP2002, perfect for competitive pitcher/hitter battles. Player models are player-specific, as well, while facial textures of over 150 stars—including Barry Bonds, Jason Giambi and Derek Jeter—add to the realism. Also, signature pitching and batting styles of standouts like Nomar Garciaparra, El Duque and Randy Johnson should bring you right onto the field. Expect the two newest MLB parks (Miller Park in Milwaukee and Pittsburgh's PNC Park) to show up well in the real-time lighting, which offers distinct atmospheres of day, dusk and night. You can throw out the first pitch this **April**.

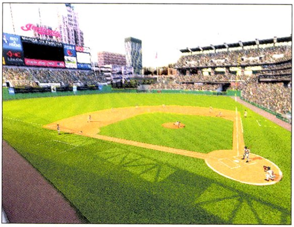












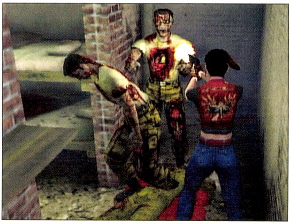
Resident Evil—Code: Veronica X

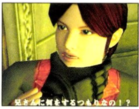
Your PS2 is seeing S.T.A.R.S.

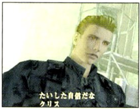
Anyone remotely familiar with Sega's Dreamcast knows that the system's edition of the Resident Evil saga not only looks better than any one so far, but it's also arguably the best game of the landmark survival-horror franchise, period. With a limited quantity of Dreamcast units out there, however, it's easy to see why **Capcom** has elected to port Code: Veronica to the PS2 this **May**.

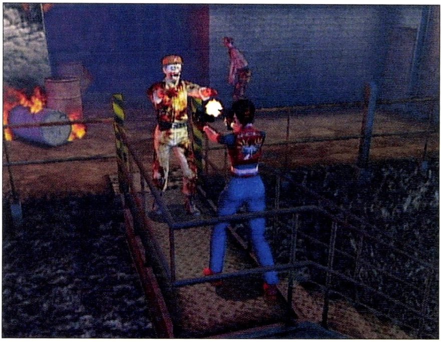
As you may have guessed from the infamous "X" now at the end of the title, though, some new features have been added to Claire Redfield's European-based search for her missing brother Chris. "We want to actually do more with this game and enhance it for PS2," Capcom's director of marketing, Todd Thorson, tells us. "The first big thing that players are going to notice is that there's actually new footage in the game—stuff that players have never ever seen before. You're going to see more of Wesker and his dealings with Umbrella; you're going to see new fight scenes with Chris and Wesker, among others."

At Capcom's January gamer's day, the company showed a previously never-before-seen two-minute exchange between Claire and Wesker. "Let's just say that I'm a ghost coming back to haunt your dear brother," says the traitorous, once-thought-dead former leader of S.T.A.R.S. After some more chatter (during the course of which Claire gets slapped and kicked in the face several times), Wesker tells Claire that she's of better use to him alive, then flees with a superhuman leap over a stone wall, eyes glowing. The combination of hokey dialogue and often laughable voice acting has a very charming B-movie quality to it—just what you'd expect from a Resident Evil game. But can we expect any other additions besides 10 or so new minutes of footage? "We've actually got more PS2 enhancements that we're working on," says Thorson. "We'll announce those when we have them finalized."









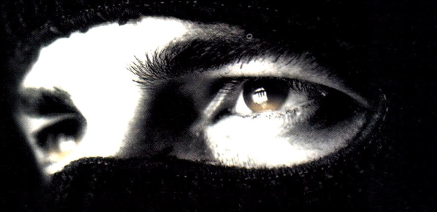
"...INSTANTLY INTELLIGIBLE, MIND-BOGGLINGLY VAST, AND A TOTAL GAS TO PLAY....MAKES FOR ONE HELLUVA VIDEOGAME" - GAMER'S REPUBLIC, SEPT 2000

"MUST BUY PLAYSTATION 2 LAUNCH GAMES LIST" - NOV 2000 EGM

"DRIVING THROUGH THE SPECTACULAR TERRAIN IS A BLAST" - EGM OCTOBER 2000

"A - ...THE BEST DISPLAY AND TRUEST TESTAMENT TO THE PROCESSING POWER OF THE PS2 TO DATE." - GAMERS REPUBLIC OCTOBER 2000

98% PLATINUM - "THE BEST OFF-ROAD EXPERIENCE YOU'VE EVER HAD" ... "ONE OF THE MUST - BUY LAUNCH GAMES" - PSE2 NOVEMBER 2000



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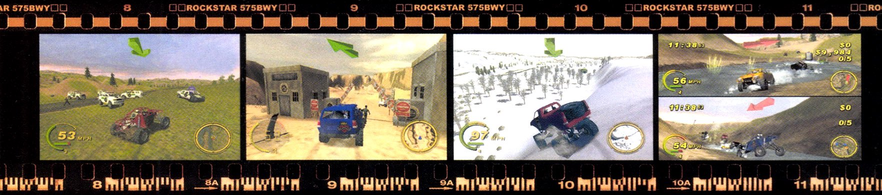

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TEEN T CONTENT RATED BY ESRB

Animated Violence

guidance recordings

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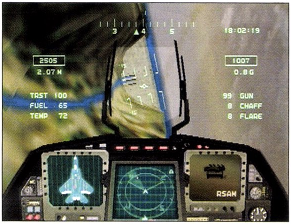
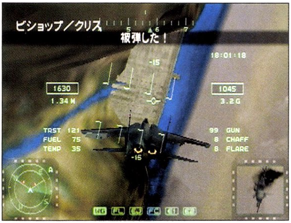
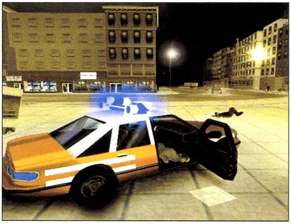




Sidewinder Max

If Sky Odyssey hasn't satisfied your lust for dogfighting and you just can't wait until Ace Combat 4 hits, you might be interested in this Japanese title from **Asmik Ace**. More realistic than the AC games, Sidewinder also features almost RPG-style elements in your progression through military ranks and interaction with other characters. Though we haven't heard of any plans to bring this one stateside, it's possible we'll see it if Sky Odyssey and AC4 really, uh, take off.



Grand Theft Auto 3

As expected, the third game in **DMA Design's** controversial crime series goes 3D this time, doubtless prompting numerous comparisons with Reflections' Driver series. Expect the basic gameplay structure to remain close to the first two games: Get jobs from your mob contact, hijack a car, and complete the crime. As yet, this is the only screenshot we've seen. Hopefully, we'll have more information from publisher **Rockstar** to give you next month.

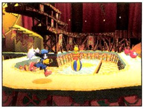
Klonoa 2: Lunatea's Veil

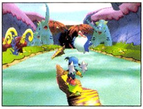
The door to Phantomile opens once again

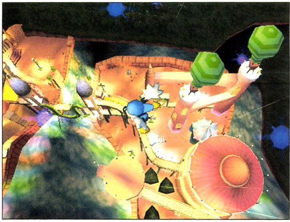
If you missed **Namco**'s now-classic platformer Klonoa: Door to Phantomile, you're not the only one. That oft-overlooked gem was a smorgasbord of spot-on gameplay, gorgeous CG cinemas and a wonderful dream-like environment. So it's welcome news all around that the Klonoa team is back for round two, this time on the PS2. Featuring sumptuous visuals that look quite similar to some cel-shaded games that have surfaced of late, Klonoa 2 runs on a graphics engine dubbed the "Klonoa Filter." Giving the game a truly animated look, you won't believe how well the PS2 makes the game world come to life, as evidenced by the crashing waves found in the first level, dramatically enhanced by crackling lightning and a steady downpour. "We were hoping to create something distinguished for a 3D rendition and found the Klonoa Filter as a result of tremendous research in the development department," director Tsuyoshi Kobayashi informs *OPM*. "This method enables us to use many colors for characters and better lighting, which makes outlined characters more conspicuous."

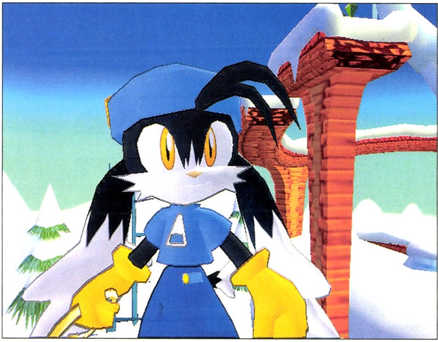
Every so often, Klonoa faces some breathtaking drops in elevation that just could not possibly have been seen on the PS one. Seemingly unaffected by these 300-meter plunges, the cat in the Pac-Man hat not only faces the same side-scrolling 2.5D action found in the first game, but also a series of enjoyable hoverboarding sequences that help liven up the gameplay. "Using dynamic camera angles will attempt to keep players completely immersed throughout the game," Kobayashi adds.

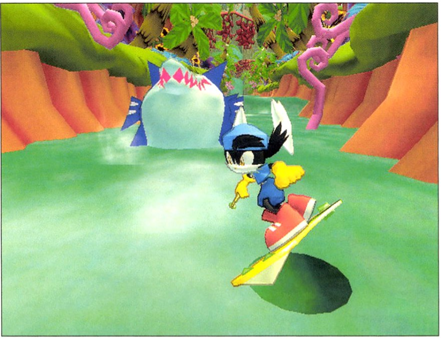
If you missed the original game, Klonoa's skills center around the ring on his hand capable of firing a Wind Bullet, which can grab any enemy within range. Klonoa may then lob the hapless creature forward, behind him, below him, and into and out of the foreground. And as with any good mascot character, Klonoa can also butt-stomp with the best of them. The same unique language is again prominently spoken during the in-game cutscenes, with text-boxes translating what's being said. Scheduled for a **spring** release, let's hope more people discover the world of Klonoa this time around.

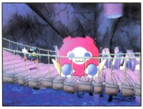


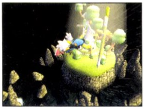






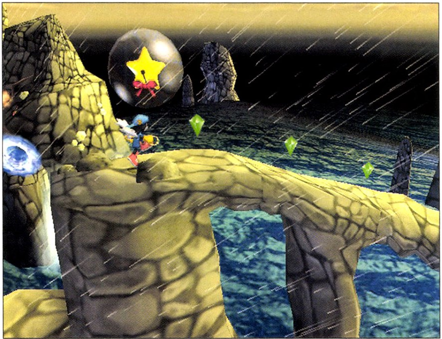


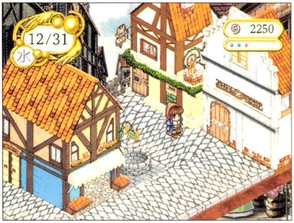




Toonimation

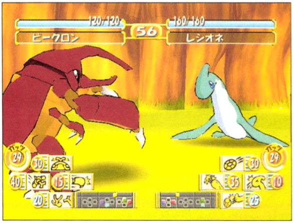
While certain other games (such as TVDJ, Sonic Shuffle and Wacky Races) utilize the "cel-shading" technique to achieve their animated look, Namco maintains that its Klonoa Filter is a completely unique technology allowing the developers to capture the wonderfully cel-animation-like quality in its graphics. Is there any real difference? Who knows? Certainly not us, but you can't argue with the results. Klonoa 2 is simply breathtaking.

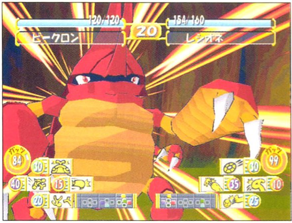




Atelier Lillie

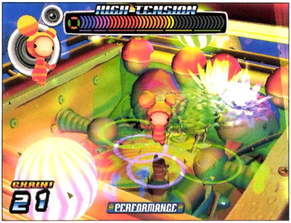
You may not be familiar with the Atelier games, but the PS one RPG series was reasonably popular in Japan. Developed by **Gust**, the first PS2 Atelier effort centers around the construction of an alchemist academy. As the alchemist Lillie, you must raise cash in order to build the school, and this requires you to venture out and find magical elements in order to mix ingredients. Though Atelier Lillie hits Japan this **summer**, it shows little to no potential for a U.S. release.

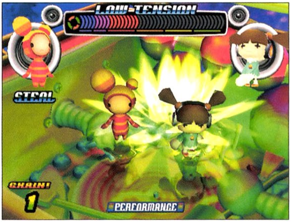




Monster Rancher

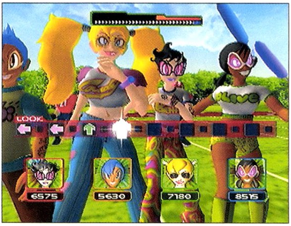
Although **Tecmo** has yet to title it firmly, Monster Rancher for the PS2 is already starting to take shape in time for a **spring** release in Japan. As with the previous Monster Rancher games, you can stick in a CD to create unique monsters ripe for building up and fighting in battles. However, this latest entry skews to a slightly older audience than the previous installments (though how this is done remains to be seen). Hopefully, we'll have word on an American release soon.





Technictix

After earning a name for itself as developer of the Street Fighter EX series, what's the next logical step for **Arika**? A music-based puzzle game, of course! Basically, you control characters who have been placed inside a rectangular level filled with water. Inside this level, sound markers appear on the water's surface. It is your objective to maneuver around and send out "sound rounds" (sound waves) to hit these markers. To win, these must be timed correctly.



Dance Summit 2001

Enix's latest game in the Bust-A-Move series (known as Bust-A-Groove in the U.S.) takes a little bit of a departure from the previous incarnations. This time around, it's a team event where gameplay centers around performing sequences of button combinations as shown to you (*a la* PaRappa the Rapper). While the music doesn't top the brilliance of the original, it's not too shabby. Though DS2001 is currently available in Japan, there's sadly no word on a U.S. release.

Devil May Cry

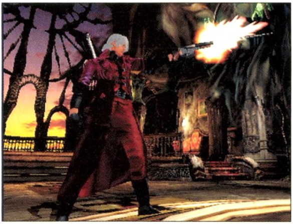
Mikami strikes again

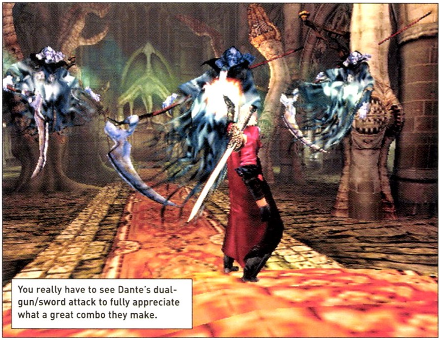
Shinji Mikami. If you've kept close tabs with the video game industry over the past few years, especially **Capcom**, there's no doubt that the name of the man who created Resident Evil and Dino Crisis is one you've come to know and love. And he's about to add another big title to that list.

Set for release this **fall** (with a playable demo attached to Resident Evil—Code: Veronica X if you just can't wait), Devil May Cry started out as an all-out accident. Hot on the heels of Resident Evil 3, Mikami was all set to work on the first RE PS2 game. And that's exactly what he started...until things began to take such a drastic turn for the supernatural that it seemed a bit much even for the RE universe. Thus, Mikami's "gothic thriller" was born. And let us make no bones about it—it's gonna rock.

As we told you last month in our first look, you assume the role of Dante, the descendant of a hero who once banished a force of demons for 2,000 years. Well, guess what? Two millennia have passed, and there's no one better suited to fight them off once more. But in addition to fighting off the demons who threaten his world, Dante's also got a few of his own brewing within him. The way he deals with them is said to add psychological depth to the story. Of course, demonic influence does have its advantage, as he has the power to transform into a denizen of the underworld if the need to fly should arise. That's not to say that his human form can't fend for itself, though. With a pair of guns at his disposal that perfectly complements his badass blade, it's no wonder that Satan might be shedding a few fearful tears.

Meanwhile, gamers have reason to shed a few tears of joy of their own. At Capcom's recent Gamer's Day demonstration, the crowd of gaming journalists gazed in awe as Dante shot away at and sliced up some scarily creative demons, most of whom carry a curved blade of some type. Dante jumps about with great fluidity, as the 3D camera always seems to choose the most appropriate viewing angle (and it "needs tweaking," according to one Capcom representative). Puzzles pop up every now and then, but it's clear that DMC's focus is quality action in an eerie, gritty setting—and plenty of it. Who needs RE4?



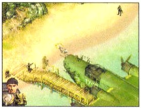


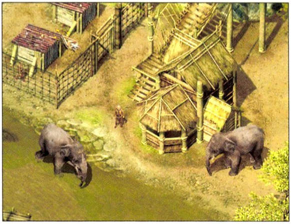
You really have to see Dante's dual-gun/sword attack to fully appreciate what a great combo they make.

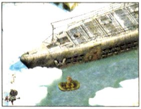
Commandos 2

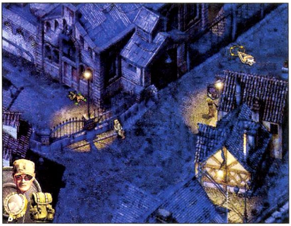
WWII action with a hit of Whiskey

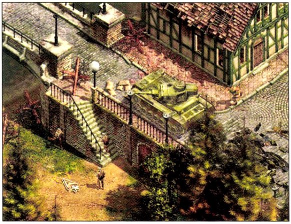
With the dwindling sales of PC games lately, it's no surprise that **Eidos** has elected to port the well-reviewed Commandos 2 to PS2 this **spring**. Upon recently checking out the series' debut on the system, we were particularly impressed with its 3D characters, each laid over 2D backgrounds, often featuring movement such as flowing water—they look exceptional. And the environments, ranging from tropical islands to massive destroyers frozen in ice, all appear realistically modeled and superbly detailed. Set in the midst of World War II, Commandos 2 allows you to take control of a group of soldiers with members who excel at certain tasks. Unlike the PC original, though, a dog named Whiskey joins your squad, and he serves as a huge asset, as he can walk right by unsuspecting soldiers with such things as a grenade in mouth.





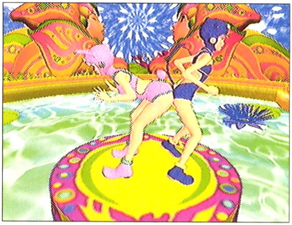






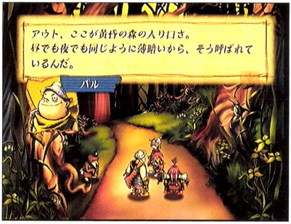
Ready...Action!

Movie buffs—especially those heavily into war flicks—should have a field day with Commandos 2. Several missions in the game are based on battle themes from popular films like *Saving Private Ryan*, *Bridge on the River Kwai*, *The Guns of Navarone* and *Das Boot*, each set to take place at different areas and time periods of the war. So, if you've always wanted to play out your favorite war movie (well, maybe not *Commando*), here's you're chance!

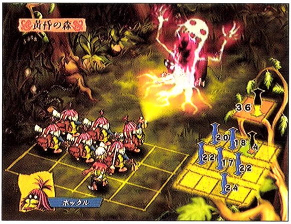


Super Galderic Hour

Enix has a quirky new PS2 game in the works for the Japanese market that allows you to take control one of four girls—Coco, Neko, Toko or Kuma—and play as contestants on an imaginary TV show. Events include Shiri Zumo (sumo wrestling, except you can only use your bottom), boxing and rope skipping. Also, a developer recently spun off from Sega, Wave Master, takes credit for the music. The extremely colorful game hits Japan this **spring**—but don't expect a U.S. release.



アウト、ここが黄昏の森の入り口さ。
昼でも夜でも同じように薄暗いから、そう呼ばれているんだ。



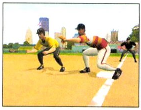
Seven

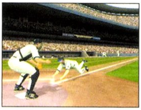
Yep, here's another Japanese RPG you likely won't see on its way to America. This epic from **Namco** centers around a visiting knight to a small town, who, along with a trusty sidekick, swears to help the local militia retain order...because it's about to meet its match when the demons drop by soon. Seven might not push the limits of the PS2 visually, but import fans in the mood for some humorous, Ogre Battle-like action might find it worthy of a look.

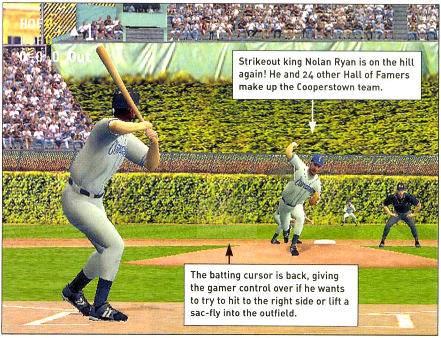
All-Star Baseball 2002

A whole new ballgame

Arguing that there was a better baseball game than **Acclaim**'s All-Star Baseball 2001 for N64 last year is like suggesting Stan Musial was better than Hank Aaron—an interesting argument...but not a very good one. The award-winning free-agent hit has signed on with Sony, and you'd be a fool to expect second best. Fireworks, animated crowds and bullpen activity are incorporated to immerse gamers into the stadium, and, once inside, you won't want to leave. Weather effects are region-specific, including rain, snow, wind, or dreary and overcast. Listen for Diamondback manager Bob Brenly's play-by-play, along with ex-sidekick Thom Brennaman. Opening day is in **April**.

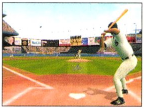


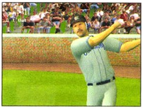


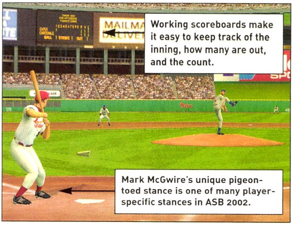


Strikeout king Nolan Ryan is on the hill again! He and 24 other Hall of Famers make up the Cooperstown team.

The batting cursor is back, giving the gamer control over if he wants to try to hit to the right side or lift a sac-fly into the outfield.





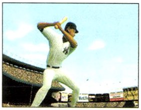


Working scoreboards make it easy to keep track of the inning, how many are out, and the count.

Mark McGwire's unique pigeon-toed stance is one of many player-specific stances in ASB 2002.

MVP! MVP!

Yankees shortstop Derek Jeter returns to the vid-scene as cover boy of ASB 2002. Last year, Jeter was the first player to win the MVP awards for both the All-Star Game and the World Series in the same year. Not bad for a guy who's won four World Championships in five full seasons and helped restore the Yankees to a full-blown dynasty. Now we no longer question his gall to take #2, the only single-digit number besides #6 not retired by the Yankees.



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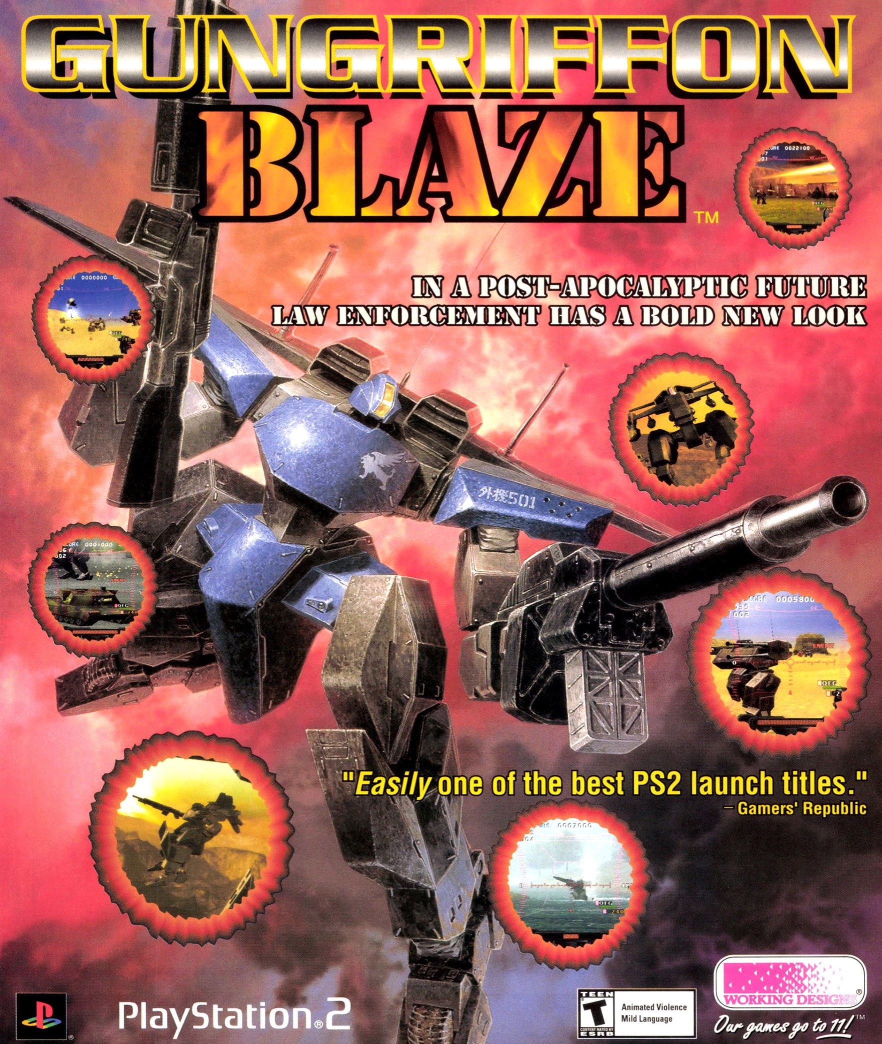

"*Easily* one of the best PS2 launch titles."
– Gamers' Republic

PlayStation®2

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CONTENT RATED BY ESRB
Animated Violence
Mild Language

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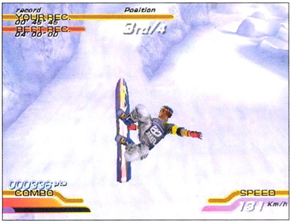
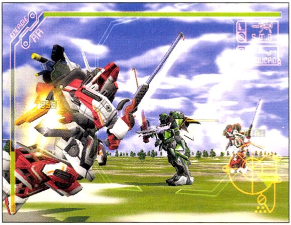


Snowboard Heaven

Yet another snowboarding game for the PS2! This slope session from **Capcom**, now available in Japan, seems like a compromise between SSX and Winter X Games. While it's not very sim-like, Snowboard Heaven doesn't go too heavy on the flash, either. Graphically, the game is inferior to both aforementioned titles, but at least the gameplay's not too shabby. Also, the large courses allow for plenty of tricks to pull off. There's no word yet on a U.S. release, but it is expected.

Goemon

If you know your Japanese and you're craving a Zelda-like adventure on your import PS2, **Konami** just might have what you're after with its latest Goemon title, available **now**. The Mystical Ninja's newest quest pits him against Sasuke—you know, your typical gigantic ninja robot indicative of the medieval Land of the Rising Sun. Yes, this one takes a great deal of inspiration from anime and remains *very* Japanese throughout. Don't get too optimistic about an American release.



J-Phoenix

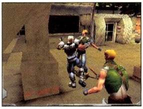
What's this, another PS2 mech game? This latest mech fighter comes from **Takara** and features concept designs from Kunio Ogawara, the man responsible for the original Gundam mechs. The game allows you to battle others with the PS2's iLink connection. And, as you'd expect, you can customize your mechs with new parts and other additions. J-Phoenix hits Japan in **April**, but a special prologue disk will be available there in February.

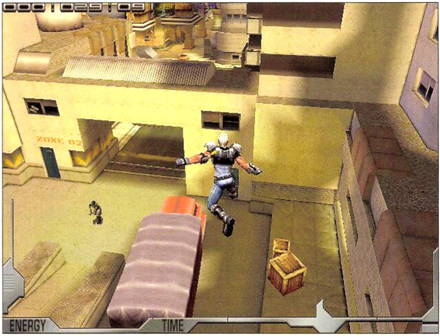
Hidden Invasion

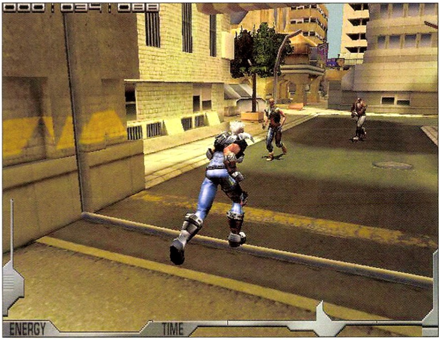
Time to kick some alien butt

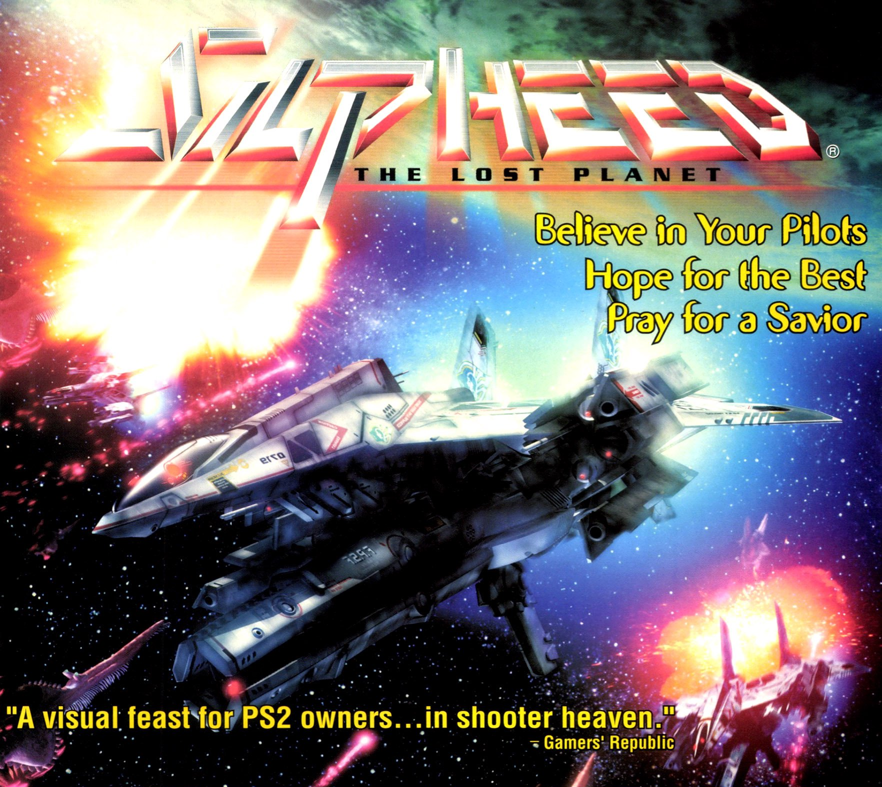
Known in Japan as Gun Hearts, this latest effort from **Idea Factory** and **Toka** promises some intense third-person shooting action for your PS2. Similar in style to games like One or Apocalypse, Hidden Invasion allows you to take the role of a male or female operative of a special-forces unit. The mission? To figure out what the heck is happening at a terrorist crime scene.

Once things get hopping, it's full-on action with huge weapons and lots of alien butt-kicking. Thankfully, the game allows both you and a second player to take on the enemies simultaneously. Hidden Invasion's engine is said to offer more than 10 on-screen characters at once without any hit to the framerate, and it also provides the source for all of the game's cutscenes. Hidden Invasion is currently slated for a **late spring** American release.









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Coming Soon

February

Arc the Lad Collection	Working Designs	RPG
Blaster Master: Blasting Again	Sunsoft	Action
Burstrick Wake Boarding	Crave	X-Sports
Disney's Aladdin in Nasira's Revenge	Sony CEA	Action
F1 World Grand Prix	Eidos	Racing
Mega Man X5	Capcom	Action
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	X-Sports
NASCAR Racers	Hasbro	Racing
NickToons Racing	Hasbro	Racing
Rescue Heroes: Molten Menace	Mattel	Action
Sabrina, The Teenage Witch	Havas	Action
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	Adventure
World's Scariest Police Chases	Fox Interactive	Racing

March

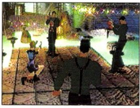
Alone in the Dark: The New Nightmare	Infogrames	Adventure
The Bombing Islands	Kemco	Puzzle
Digimon World 2	Bandai	Adventure
Disney/Pixar's Toy Story Racer	Activision	Racing
Lego Stunt Rally	Lego Media	Racing
Mat Hoffman's Pro BMX	Activision	X-Sports
Point Blank 3	Namco	Shooter
Rayman Brain Games	Ubi Soft	Puzzle
The Simpsons Wrestling	Fox Interactive	Wrestling
Time Crisis: Project Titan	Namco	Shooter
Triple Play 2002	EA Sports	Sports

Future Releases

Backyard Football	Infogrames	Sports
Batman: Gotham Racer	Ubi Soft	Racing
Buffy the Vampire Slayer	Fox Interactive	Adventure
Castlevania: Akumajou Dracula	Konami	Action
Fear Effect 2: Retro Helix	Eidos	Adventure
Inspector Gadget	Ubi Soft	Action
Looney Tunes: Sheep, Dog 'n Wolf	Infogrames	Action
Planet of the Apes	Fox Interactive	Adventure
Roswell Conspiracies	Ubi Soft	Action
Scooby-Doo!	THQ	Action
Syphon Filter 3	Sony CEA	Action
Twisted Metal: Black	Sony CEA	Action
V.I.P.	Ubi Soft	Adventure

Fear Effect 2: Retro Helix

Oh, yes, it's ladies night

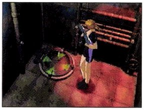


Eidos has created a fine, fine stew with this prequel. Ingredients include rapier wit, lesbian innuendo, big guns, tight tops, snide profanity, blood-stained floors, thought-provoking puzzles, and visuals that make every room you enter an eye-candy playland. For those who played the original, you'll reacquaint with returning characters Deke, Glas and Hana. But lo and behold, Retro Helix introduces us to the sassy and sexy Rain, a "friend" of Hana's. And that's where the innuendo takes obvious hold. There's enough playful banter between these two to set the controller on fire. As expected, Deke and Glas throw out one-liners and remarks chock-full of attitude, making the characters as grisly and inviting as the complex and compelling storyline.

The puzzles of Retro Helix are more natural than those in its predecessor—but they're a lot more challenging, too. You'll have to study each one closely (and do it incorrectly in the process) to get a handle on what's expected. Also different than the original, now any time you fall to enemy fire, you can instantly start up at the last save point instead of having to wait for load times. This one looks to be a keeper. The fright begins in **March**.

Saving the Day

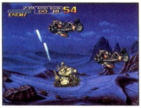
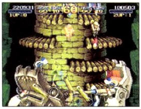
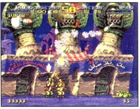
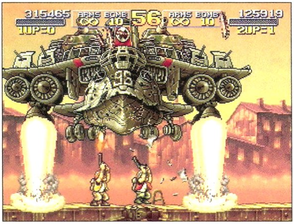
In the first Fear Effect, finding a save point meant wandering to all corners of a room hoping to hear your cell phone ring. With Retro Helix, no such problems will arise as long as your eyesight is intact. Whenever you're within walking distance of a save point, a little happy green icon spins on the floor. Considering the many times you'll get offed by different bad guys, take our advice and pull out that cell phone more often than in the first Fear Effect.



Metal Slug X

The 2D shooter lives

SNK's Metal Slug games have always commanded a select hardcore audience of fans thanks to their highly detailed 2D graphics and arcadey shooting action (basically along the same lines as the Contra titles). However, the series has never been introduced to mainstream U.S. gamers—until now. **Agetec** has wisely snapped up the U.S. rights to the latest Metal Slug installment for the PS one, and will release the game here this **spring**. Metal Slug X essentially serves as a remake of Metal Slug 2, but with new weapons, new stages and better music. Although hardcore fans of the series have likely already played the Neo•Geo original, the game ought to really appeal to gamers seeking a new PS one 2D shooter. Hopefully, Agetec will be able to clear up the slowdown that plagued the original.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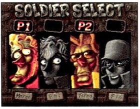
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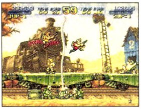
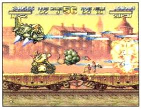
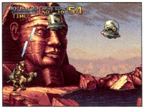
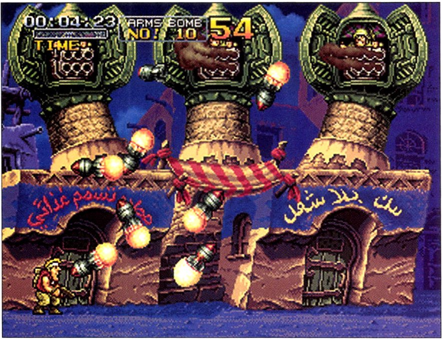
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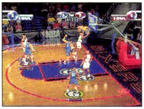
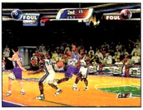
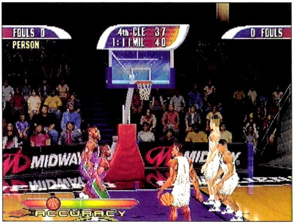
NBA Hoopz

Grab two more friends, because **Midway**'s latest basketball game is now three-on-three. Best part: Each position is represented, so you'll need to wisely choose a forward, guard and center from an NBA roster for each game. Talk about strategy. Also, some new features make for good fun. Play new minigames or use the Create-A-Team mode, where you can combine unlocked and created characters with NBA rosters. If you want to get your hoopz on, it's available **now**.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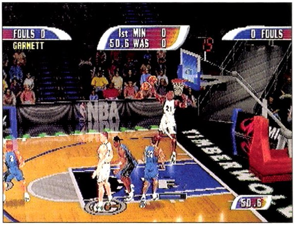
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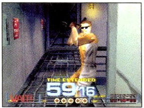
Time Crisis: Project Titan

It may have seen a few delays, but **Namco**'s newest Time Crisis title is finally primed for release this **May**. And yes, even in these sensitive times, it's 100 percent Guncon-compatible. The game's subtitle, Project Titan, refers to a nefarious plot by a terrorist bent on causing all sorts of upheaval in the world. Using the game's "Multi-hiding" feature to view different attack angles and your patented Duck-n-Shoot method, only you as Secret Agent Richard Miller can stop the threat.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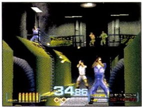
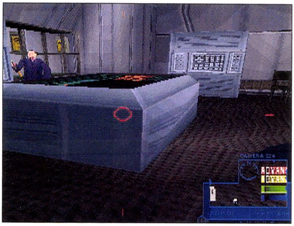
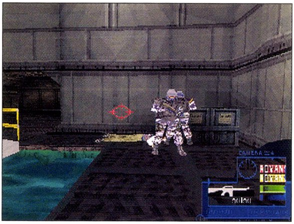


Rainbow Six: Rogue Spear

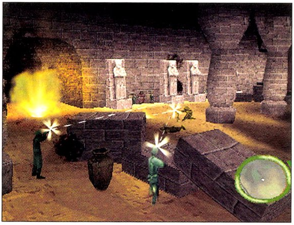
Set for release in **March**, we hear that **Saffire**'s development of Rogue Spear for **Red Storm** will much more closely resemble the first-person PC game than Rebellion's lackluster conversion of the original Rainbow Six. Tactical squad-based combat remains the name of the day, but now there is much more emphasis on sneaking around Solid Snake-style, as well as popping off bad guys with snipers. Expect a more strategic game than last time, with maps and tactics aplenty.





Army Men: World War—Final Front

This last installment in **3DO**'s World War franchise looks to be the most innovative of the bunch, with new multiplayer-centric features like Co-Op and Steal the Bacon (read: Capture the Flag). The most intriguing feature, though, appears to be the Two-Player Editor, which adds a strategic element by allowing each player to arrange his troops before battle begins. You'll also pilot new weapons, including a submarine and a motorcycle, when the game hits stores **this month**.



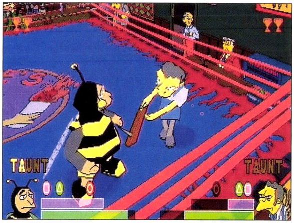
The Simpsons Wrestling

Can you smell what the Bart is cookin'?

It's been over five years since we've seen a new Simpsons game—anywhere. As hard as it may seem to believe, this **March**'s rasslin' release from **Fox Interactive** is actually the first time the PS one has ever welcomed America's favorite dysfunctional animated family.

It certainly seems that every effort has been made to satisfy fans of the show, however, as no less than 22 popular characters (only 13 playable, unfortunately) stand ready and able to duke it out with other denizens of Springfield. Aside from the expected appearances of the Simpsons themselves, series favorites like Barney, Moe, Apu, Professor Fink and Flanders enter the fray, as well.

And what would a Simpsons wrestling game be without character-indicative special moves? Homer comes at you with the "Strangulator," while Barney's "Duff Cloud Burp" or Lisa's "Pop Quiz" could be just enough to earn them the prestigious title of Champion of Springfield. Of course, picking up a donut to speed yourself up or a bowling pin to use as a weapon could prove influential as well. Meanwhile, feel free to egg on the competition with over 240 lines of verbal taunts. Hopefully, we'll be able to let you know if this is anything to have a cow about next month.



TAUNT
TAUNT

See Springfield

Who knew that Springfield was such a hub for wrestling rings? In all, The Simpsons Wrestling includes 11 centers of slobber-knockin'. Rough it up in the Power Plant, the Simpsons' Home, Krusty Lu Studios, Moe's Tavern, Barney's Bowl-O-Rama, the Kwik-E-Mart, the Town Hall, Mr. Burns' Mansion and an Alien Spaceship. And what better place to "fight fight fight, fight fight fight" than Itchy & Scratchy Land? We're really hoping it's all as cool as it sounds.

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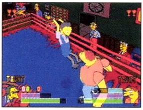

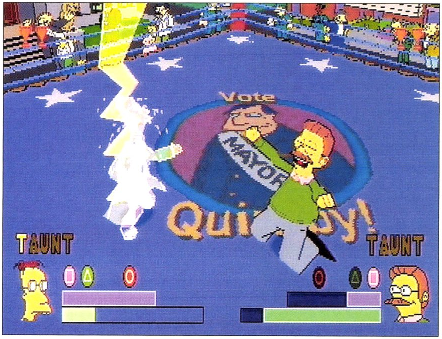

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What's the EA SPORTS BIG™ idea?

SSX serves as a flagship title for a completely new label. We bring you an exclusive look at three must-see PS2 games.

Brands come and go, labels drift in and out of fashion and names change. Despite this, some persevere and establish themselves as classics. In gaming there are few labels more established than EA Sports, few that appeal to a broader audience of hardcore and not-so hardcore gamers and few that anyone can actually remember the marketing tag-line for. All together now..."it's in the game." Any new extension of a label like this is big news, but EA's latest could well turn out to be something much more than just another badge.

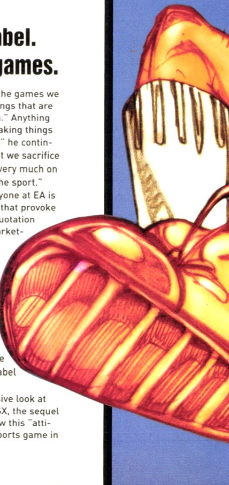
Those of you who bought SSX will no doubt have wondered what on earth EA Sports Big is all about. It announces itself in no uncertain terms with a booming voice and vastly inflated logo upon loading the game, and is sufficiently abrupt to make you wonder if maybe this was perhaps something dreamed up to help push the game in Japan. Nope. This is something that we're going to see a lot over the next few years, so get used to it.

"SSX serves as the flagship for the Big brand," says Brian Coleman, the Director of Product Marketing at EA responsible for establishing the new label. "Although initially a subset of EA Sports, we want to push this as something that will sit alongside the other main labels at EA; Sports and Games. It's something different...it's not about simulating the sports accurately like Madden or FIFA, it's about over-the-top gameplay and a lack of rules."

Those of you who have played SSX will certainly be able to identify with this philosophy and have a rough idea of what he's talking about here. Larry LaPierre, the producer on SSX, expands on the idea somewhat. "It's critical that the games we produce are grounded in reality, but you'll see things that are dramatically exaggerated to make them more fun." Anything that makes games more fun is just fine by us. "Making things realistic in terms of physics engines is important," he continues, "but we don't want to make it so realistic that we sacrifice anything when it comes to pure fun. The focus is very much on the gameplay rather than accurately simulating the sport."

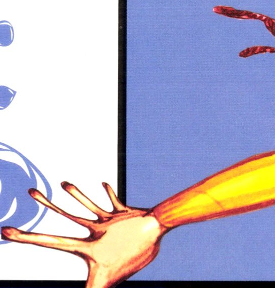
The enthusiasm for the new brand among everyone at EA is clear, and while there are many comments made that provoke images of people making those irritating finger quotation marks, this is much more than just a bunch of marketing b.s. Comments like "out of bounds attitude," "keeping it real" and "no limits" are peppered throughout conversations, but whereas this is often something bolted on as a marketing message to many products, with EA Sports Big, it's very much at the core of the division's philosophy. "EA Sports really means something to the consumer," Coleman tells us. "Madden means something because of the level of quality it stands for. These are the kind of attributes that we really want to inject into Big. When they see the label we want them to know what to expect."

Over the next few pages we bring you an exclusive look at the next wave of Big products; the follow-up to SSX, the sequel to the fabulous Sled Storm, and an example of how this "attitude" thing can help develop a more traditional sports game in the shape of NBA Street.



illustrations by Michiko

SSX: DVD



Widely accepted as the finest PS2 launch title, SSX has met praise around the globe for redefining a genre. How do you follow that?

There can be no denying that SSX was one of, if not the jewel in the PlayStation 2 launch lineup. Although trailing behind stablemate Madden in sales, it certainly helped showcase the system, and established a benchmark by which all future "extreme" sports games would be judged. It was inevitable from the moment it was first shown that it would be the first in a new franchise series, and already it looks like we can look forward to something new.

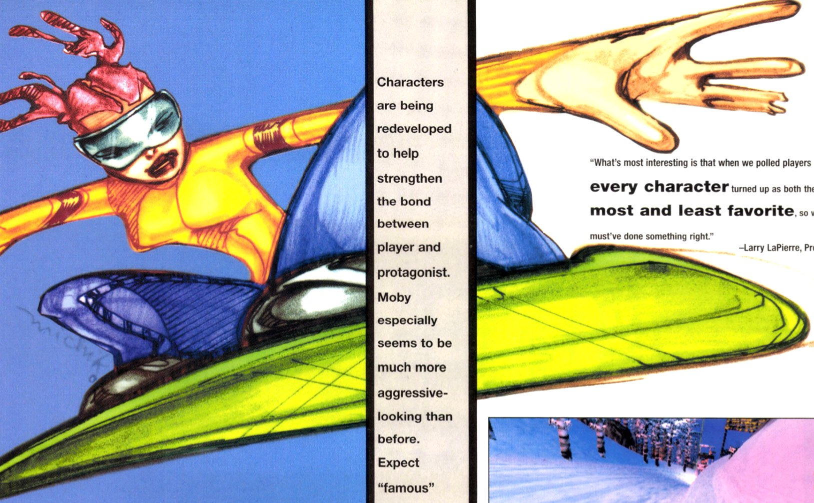
"It isn't a sequel," Producer Larry LaPierre begins. "We've actually decided to revisit the game and enhance it considerably for DVD." We understand from various people at EA that internally the project is being thought of very much as a "Director's Cut," but one in which a lot of things are added and changed to really push the DVD medium. Numerous extra features are touted to both enhance and support the game, and there's word of new music, evolved tracks, new features and more scripted elements.

"We want to continue to expand the SSX concept," LaPierre explains. "We finished it, released it, and now we have the benefit of hindsight and we can revisit the game and look at where we need to develop. It's quite a luxury to be able to re-evaluate assumptions that we made and also integrate a lot of feedback from gamers who played it." Few "new" games have inspired quite the level of passion and dedication as SSX lately, and it seems that gamers have been very vocal about their feelings. With something that's widely regarded as being pretty damned fine, criticisms must have been very specific, surely. "Apart from comments about a few of the glitches, the majority of our feedback helped us understand what people want more of," he explains. There were two primary things that emerged, the tracks themselves and the sense of control that we gave the players. People loved that, so we're very aware of not messing with what's right! The characters were also extremely important, and they helped define something for both SSX and the Big brand. They're important for people to identify with, and I was so surprised at how much gamers managed to extrapolate from what's in the existing game. We obviously planted some seeds for the characterization with the stuff that the characters say on the track, but we've found that even the intonation has been interpreted and gamers are really identifying with certain characters. What's most interesting is that when we polled players every character turned up as both the most and least favorite, so we must've done something right."

Character interaction is something that comes up again and again when speaking with the team, and it seems that brewing rivalries between characters is going to be a major development in SSX: DVD. We can expect to see more scripted moments and possibly cutscenes to fill out the characters, and there are also ideas for integrating "challenges" between individuals as a result of in-race aggravation. "We're still playing with lots of different ideas, and we're keen to keep polling gamers for what they want," LaPierre admits. Ideas on the drawing board include a possible "karma" system linked to taunts and compliments activated when you're on the slopes. "That's a personal favorite of mine," he smiles, "but that's no indication that it will definitely be included."

As far as the tracks are concerned, this again is something that the team is still wrestling with. Player feedback on the original indicated that the difficulty curve was a little odd, with many citing the glass walls on Elysium Alps as being maybe a little too much, too soon. The solution would appear to be the passage of time. "We want to provide a sense of time. A sense that we're returning to the same locations maybe a year later. These are locations on mountains and they're going to change just by their very nature, so we want to morph the environments and open new areas."

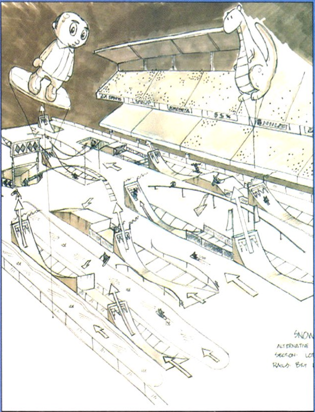
SSX: DVD will probably not be out until this fall, and in the meantime the team will continue to work with gamers to make the new edition something that everyone wants to see. To be a part of this, take a look at the questionnaire on the right. At last, you have the chance to make your voice heard!



Characters are being redeveloped to help strengthen the bond between player and protagonist. Moby especially seems to be much more aggressive-looking than before. Expect "famous" voice talent too.

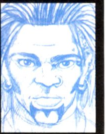
"What's most interesting is that when we polled players **every character** turned up as both the **most and least favorite**, so we must've done something right."

–Larry LaPierre, Producer SSX



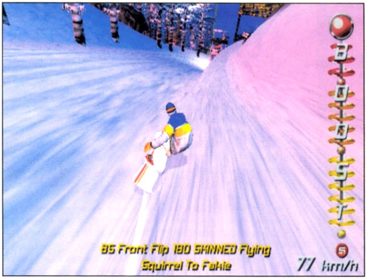
The original tracks will be going through a major overhaul. Above is a concept sketch for the new Snowdream course which has now spawned a much broader and more diverse layout that includes both jumps and tunnels that dip down under the main track. These sketches will eventually be translated into 3D models and then tested to see how viable they are for gameplay.

Moby



Elise

Mac



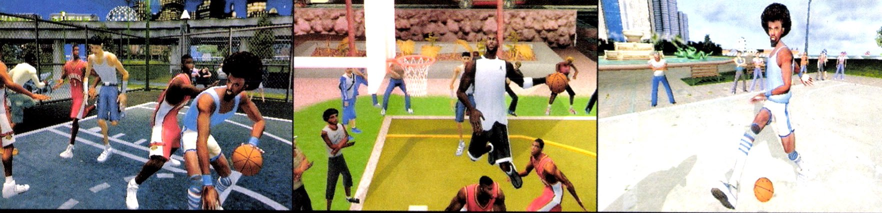
Help Design SSX:

The team at EA Canada wants to know what you want to see in the new game, and as such wants YOUR feedback. Take a look at the questions below and either e-mail us responses to OPM@ziffdavis.com (mark your message SSX: DVD) or mail them to us at:
SSX: DVD • Official U.S. PlayStation Magazine • PO Box 3338 • Oak Brook, IL 60522-3338

1. What did you enjoy the most about the game overall?
   - ☐ Speed
   - ☐ Big-Air Tricks
   - ☐ Shortcuts
   - ☐ Characters
   - ☐ Combat
2. What is your favorite overall track?
   - ☐ Snowdream
   - ☐ Elysium Alps
   - ☐ Merqury City Meltdown
   - ☐ Mesablanca
   - ☐ Tokyo Megaplex
   - ☐ Aloha Ice Jam
   - ☐ Pipedream
   - ☐ Untracked
3. Which mode do you play most often?
   - ☐ Race
   - ☐ Showoff
   - ☐ Freeride
4. Who is your most and least favorite character?

Most		Least
☐	Jurgen	☐
☐	Elise	☐
☐	Moby	☐
☐	JP	☐
☐	Hiro	☐
☐	Kaori	☐
☐	Zoe	☐
☐	Mac	☐

5. What would you most like to see in the next version of the game? Choose one.
   - ☐ New riders
   - ☐ New courses
   - ☐ Skiers
   - ☐ Bigger jumps
   - ☐ More rewards/ bonuses
   - ☐ More board selection
   - ☐ More clothing selection
   - ☐ Storylines between characters
   - ☐ Create Your Own Rider



NBA Street

EA's new 3-on-3 NBA Street is redefining the arcade basketball genre with enough energy to light a thousand urban courts

Streetball is simpler than you might think. First, bring your ego. Next, prepare to swallow down a side order of pride with your Spalding sandwich. Finally, there are *no* rules. Take an extra step; goaltend if you wish. Why not spiral a rollover dribble into a behind-the-back...no wait, *fake* behind-the-back pass to a lay-up through the orange rusted Saturn ring? The only real rule doesn't even need to be spoken: don't pass to the guy with the cold hand.

In EA's new three-on-three NBA Street, players are superstars at center stage. Any twisted knee or ankle sprain pain is nothing compared to the instant humility karma dealt when laid ass-flat after an ankle-rearranging crossover.

"NBA Street is all about attitude, it's about embarrassing your opponent," said Otis Perrick, Street's product manager. "It's not just a basketball game, it's more than that. It's a killer experience for anyone who picks it up and plays it."

The hallmark of the nascent Big series has been immersing the gamer into fantastic worlds with no rules, no limits and enough over-the-top gameplay to dump vials of adrenaline into your bloodstream. With Street, the courts show off enough eye-candy to add planetarium delirium to your raging pituitary.

"Our environments are the richest ever for this kind of sports game," said Wil Mozell, Street's producer. "As far as the venues, we've selected inner city and suburban areas. A couple of authentic ones are in there, but otherwise we've taken a geographical location that's hip and cool and dropped a court in."

These courts are serious business. Boston's Beacon Hill is a wicked fictional court surrounded by two feet of shoveled snow and Victorian brownstone rowhouses. Harlem's Rucker Park is enclosed by enough howling fans to set even the tamest agoraphobe into panic. And when showcasing your skill beneath the neon sunset of Miami's South Beach court, you can feel heat coming off the asphalt. Or that may be the burning embarrassment of being dunked on before a lineup of mini-skirted hotties.

For hardcore street guys, bringing the NBA license aboard might give occasion to fret. After all, trying an off-balanced three after a head-swimming spin move isn't lauded by pro coaches. But remember, this ain't the NBA on asphalt.

"You're going to be able to do things in this game that would get you benched in the NBA," said Mozell. "It goes against the rules of what professional basketball is. We're trying to push the limits as far as we can. You'd never see this stuff in the NBA."

First off, games are played to 21 and an accelerated shot clock keeps the pace inspired. Special moves equal boost and boost equals manic dunks, ferocious shoulder-charging dribbles, and bounce passes from another planet. All of this comes into play in the City Circuit mode, which divides the NBA into six regions. After putting a fat "L" in an NBA team's loss column, you'll steal one player from their roster. You'll also have access to level bosses after taking them down on their home court. Topple each region of NBA teams, beat all the region bosses, and you'll get to go three-on-three with Michael Jordan and his cast of castoffs.

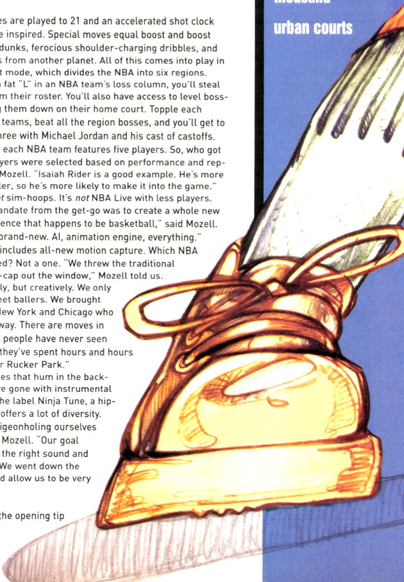
By the way, each NBA team features five players. So, who got cut? "NBA players were selected based on performance and reputation," said Mozell. "Isaiah Rider is a good example. He's more of a street baller, so he's more likely to make it into the game."

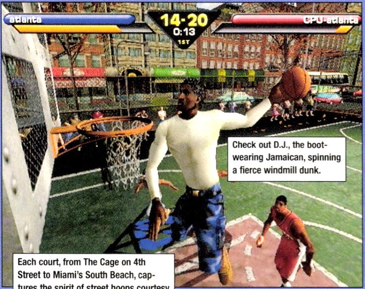
Street is *not* sim-hoops. It's *not* NBA Live with less players. "The whole mandate from the get-go was to create a whole new gaming experience that happens to be basketball," said Mozell. "Everything's brand-new. AI, animation engine, everything."

Everything includes all-new motion capture. Which NBA stars were used? Not a one. "We threw the traditional process of mo-cap out the window," Mozell told us. "Not technically, but creatively. We only went after street ballers. We brought guys in from New York and Chicago who just blew us away. There are moves in this game that people have never seen before unless they've spent hours and hours at 4th Street or Rucker Park."

And the tunes that hum in the background? "We've gone with instrumental tracks under the label Ninja Tune, a hip-hop label that offers a lot of diversity. So we're not pigeonholing ourselves into rap," said Mozell. "Our goal was to pull off the right sound and beat and mix. We went down the path that would allow us to be very technical with the music."

Get set for the opening tip this April.





Check out D.J., the boot-wearing Jamaican, spinning a fierce windmill dunk.

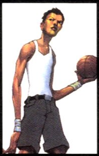
Each court, from The Cage on 4th Street to Miami's South Beach, captures the spirit of street hoops courtesy of the detailed urban environments.

Rucker Park is true street

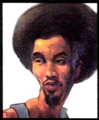
Rucker Park, at 155th Street and 8th Avenue in Harlem, is considered the greatest street basketball stage in the world. The court is made authentic in NBA Street by having a gallery of onlookers surrounding the court.

Unlockable bosses include D.J., a 6'7" Jamaican monster dunker, Bonafide, a 5'10" Latino, whose as quick on the steal as he is assured on the handle, and Takashi, a 7'9" block artist from Japantown.

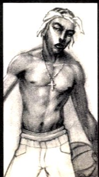
Takashi

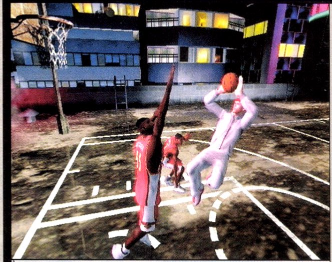


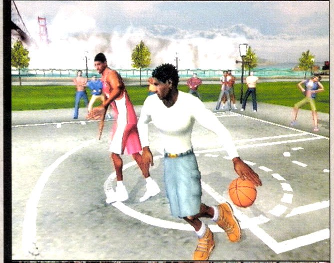
Stretch

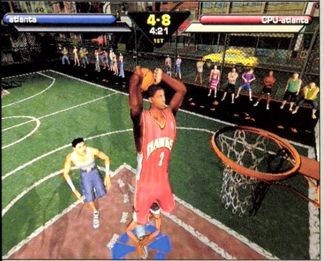


Bonafide



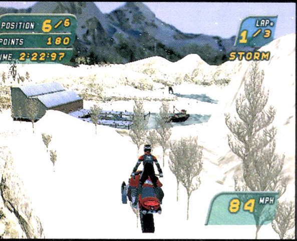


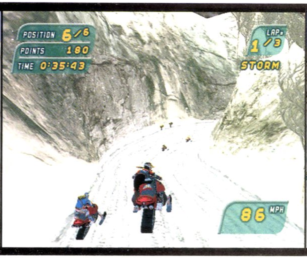


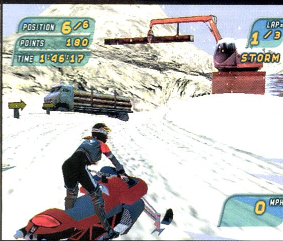


> "[Midway's] **Hoopz is** more about dunking and pushing than anything. **We're trying to renew the game experience for basketball.** We want defense to be as much fun as offense. We want people to go up for a swat block and get really pumped up. **That breaks all the rules of Showtime or Hoopz.**"
>
> — Wil Mozell, **NBA Street** producer

Sled Storm 2







A team at EA sat down with the sole intention of creating a fantastic four-player racing game, and Sled Storm was the result. Now, it's time to find out how they're going to top it.

If you haven't played Sled Storm yet, do yourself a favor and go pick up a copy. Seriously, go. It's one of the most entertaining and unique arcade racing games around, and you'll almost definitely enjoy it. Plus, you'll have a better idea of what we're talking about here.

All right, now that we're all up to speed, imagine that same game amplified—magnified—refined. Imagine that sled racing on wide-open environments, only with the same jaw-dropping graphical detail and attitude as SSX. (Do we have to send you out for a copy of that, too? All right, but hurry back.) Imagine Sled Storm's already superlative graphics coupled with the power of the PS2. And imagine the acclaimed track design of Sled Storm set free by more generous system speed and memory.

In spite of the fact that most fans of the original Sled Storm hailed its track design as one of the biggest reasons for praise, producer Jules Burt admits that much of the most intriguing elements were almost afterthoughts. "It was right at the tail end of the last one that we got in all the cool things people started to talk about," he says, "like being able to smash things, doing cool tricks, and the reward mechanism we had." These features were first priority when the team sat down to create the sequel—especially the go-anywhere, smash-anything philosophy.

"There will be several instances of interactive environments throughout every level," reports Burt. "For instance, there's a chalet in the middle of a village that you can crash through, and as you crash through it you'll see the tables and the chairs and the rugs, and packs of cards on the tables will go flying. And you'll be rewarded for it, both instantly and also at the end in terms of the story. Or if you find the logging factory, you can choose to ride through it if you want to, and there are actually three different routes you can take through it. It's that dynamic environment that you sort of expect on the PlayStation 2. You don't expect to be confined to one path anymore."

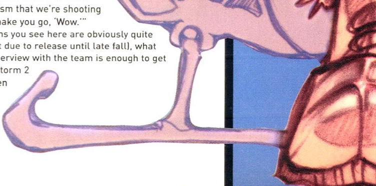
Don't expect to be confined to your sled either, because Burt is looking to fix one of his biggest complaints with the original game: "Last year, the physics were too limiting to allow for much interaction between players. If you were alongside an AI guy you could bump him, but you didn't actually do anything at all. So this year we'll allow you to smash into another player, knock him off his sled, and maybe get knocked off at the same time. Or you'll be able to land on top of a player and force him to wipe out."

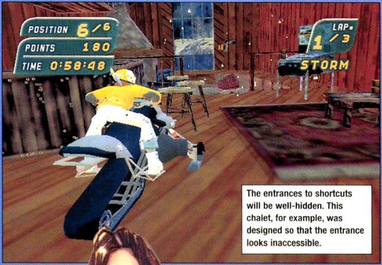
And don't think you'll see the same limited array of wipeouts as last year. "This year the wipeouts are going to be made much, much beefier," Burt smiles. "Expect to see huge clouds of snow, bits flying off the sled as it rolls down a hill, possibly even smoke from the engine as it rolls. It's going to be very visually satisfying; you'll almost want to fall off your sled sometimes."

From talking to the Sled Storm 2 team, it's clear that one of the underlying themes of the game is variety, and not just the two game modes—open mountain and stadium sno-cross courses—found in the previous title. Not only is each level going to contain a ton of shortcuts and hidden areas; not only is the trick system going to be broadened (with the addition of "Storm Mode," which will allow for particularly spectacular tricks); the sleds themselves are going to be more varied, with a "scooter sled" much like the single-ski Storm Sled in the original and a "quad sled" with double treads and superior climbing power.

Oh, and did we mention the graphics? Last year's game looked great as far as we were concerned, but Burt isn't so sure. "Last year's product was great to drive around, but there was no real visual niceness about it. That's what PlayStation 2 means, at least to me. Expect to see really soft, fluffy, powdered snow that creates clouds and spray and all that—a truly dynamic snow environment. It's that level of realism that we're shooting for, that will really make you go, 'Wow.'"

Though the screens you see here are obviously quite early (the game's not due to release until late fall), what we learned in our interview with the team is enough to get us drooling. If Sled Storm 2 turns out to be in even the same league as SSX—as it no doubt will—we're certain to be in for one heck of a ride.



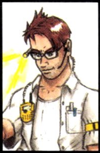

POSITION 6/6
POINTS 180
TIME 0:58:48
LAP= 1/3
STORM

The entrances to shortcuts will be well-hidden. This chalet, for example, was designed so that the entrance looks inaccessible.

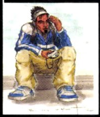
Licensing with a purpose

"At the tail end of last year's product," reports Jules Burt, "we found a new company called Red Line Snowmobiles, and we were particularly attracted to them because they look futuristic; they look like a Ferrari, they don't look like a Polaris or a standard sled. So we've licensed their products, but we haven't done it to try to be authentic; we've just done it because they had a really cool design that we could work with." Check them out yourself at www.redlinesnowmobiles.com

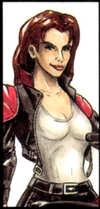
Lief



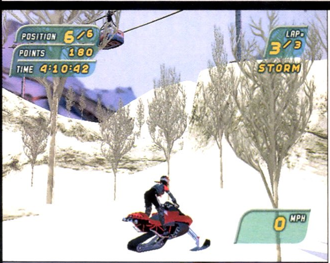
Tavin



Tracey



Will SS2 be as character-oriented as SSX was? "There's a small story based around one of the characters," says Burt. "So, yes, there is an emphasis on characters. But for us, it's all about the machinery and the equipment, too."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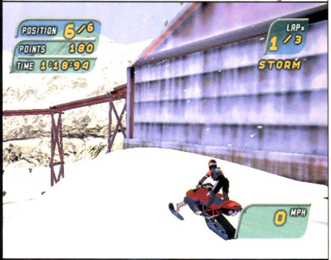
STORM
0 MPH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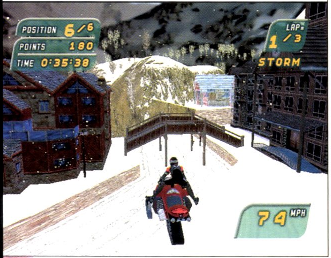
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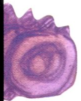
TIME 0:35:38
LAP= 1/3
STORM
74 MPH

"Every time I saw someone playing the first game on the night tracks, **I kind of cringed**, because I thought it was inferior to what we first started with the sleds, i.e., we'll be able to light **every single pixel** that falls within a cone in front of the sled. It looks **absolutely splendid**."

—Jules Burt, producer



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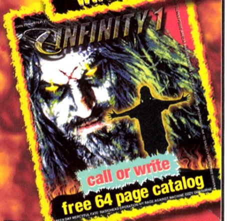

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CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

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Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle.

All entries must be post marked by July 25, 2001.
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PRIZE PUZZLE

WORD LIST

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EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
~~HAPPY~~	~~- O~~	FIELD	- B
SHARE	- Z	BLADE	- D

		T			
H	A	P	P	Y	O
	L				
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SECRET WORD ↓

SECRET WORD CLUE:
What comes after yesterday
but before tomorrow?

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

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ATV Offroad Fury 94
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Donald Duck: Goin' Qu@ckers! ...94
ESPN NBA 2Night 96
Kengo: Master of Bushido 96
Knockout Kings 2001 97
NBA Live 2001 96
World Destruction League: Thunder Tanks 97
Arthur! Ready to Race 98
Dance Dance Revolution 98
Disney's The Lion King: Simba's Mighty Adventure 98
Gold and Glory: The Road to El Dorado 98

THE FINAL SCORE

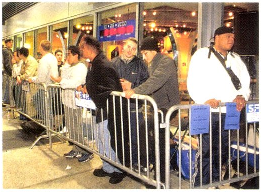
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

A Blessing in Disguise?

I know you're bitter. I feel your pain. I, too, was one of the many to get shorted out of a PS2 on launch day. And the fact that I was able to play some of the games here at work didn't temper my frustration one bit. I hunted furiously for a system, visiting local outlets on a regular schedule, with periodic surprise visits, just in case. It wasn't until just before Christmas that I finally landed one, purely by accident and sheer annoyance factor (I won't go into detail, but suffice it to say that the squeaky wheel gets the grease, baby).

But this isn't another column about launch day. Instead, I'd like to talk about the possible up-side to the Great PS2 Shortage of 2000. Now, now, stop your snarling; I'm serious. These dire circumstances may have worked out better for everyone in the long run.



I just came out of a meeting with Sony. In this meeting, they showed off the latest version of a little-known racing game called Gran Turismo. I can't really convey to you how incredibly realistic GT3 feels. The extended development time—which involved adding new tracks, completely adjusting the handling and upping the entire game to hi-res mode—has proved a real boon to the product, a fact that's obvious even with a couple months yet to go before release. (Check out this month's Previews for further details.)

Now, some may hypothesize a more direct causal relationship between GT3's development and the PS2 shortage, but for the purposes of this discussion such speculation is irrelevant; GT3 is just one example of a game that's extended its development time in response to the more sparse dispersal of PS2s. Consider Star Wars: Starfighter as one example. Sony announces that they will deliver half the expected PS2s at launch, and Starfighter's release date slides down a few months.

But what does this mean to the average consumer? Well, consider this: Generally, game companies rush to have games ready for the launch of a new system. And this was certainly the case with several games that actually did make the PS2 launch—Summoner and Unreal Tournament come to mind as games that could have done with a much longer development time. But when it became known that the available system pool would prove much smaller than expected, it eased the pressure for certain companies working on certain key titles, giving them more time to work toward fulfilling their original visions.

What this means is that, in a sense, we're getting the "second generation" of PS2 games much earlier than usually happens in the life cycle of a new system. Take a look at the games that are expected out within the first three months of this year: Z.O.E., Shadow of Destiny, Onimusha, Red Faction...oh, and the aforementioned GT3 and Starfighter. Now, certainly, many of these games were slated for an early 2001 release all along. But several "slid" along with the PS2 supply, and they're already looking better for it.

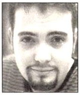
Dark Cloud is another example. It may have been hurried along in Japan, but the designers are taking their time with the U.S. release, and are expected to include a ton of features not found in the Japanese version. Of course, now the game isn't expected until summer or later, but as far as I'm concerned the same principle applies. And hey, this is my column.

So the way I see it, the next couple of months are going to be even more exciting than the original launch. I know that's small consolation for those of you who were 31st in line on launch day outside a store with 30 PS2s, but just think: Already the floodgates are opening to more than a trickle; soon you won't be able to walk out to the mailbox without passing a store that sells PS2s. And the software is ramping up to an even more feverish pitch. And at the very least, you won't have to elbow aside throngs of holiday shoppers to pick up yours.

That's something, isn't it?

Joe Rybicki
Reviews Editor

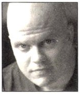
MEET THE CRITICS



JOHN DAVISON

Despite attempts to wrestle ATV from Todd, John's review roster is oddly empty this month. Where are all the games? Last month we have zillions and this month only 12? What's going on?

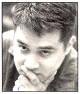
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: GT3, ATV
CAN'T WAIT FOR: Z.O.E., Klonoa 2, Silent Hill 2, Dark Cloud



JOE RYBICKI

Though distracted by some home-improvement projects during deadline, Joe managed to whip together a section almost a quarter the size of last month's. Guess the post-holiday lull is upon us.

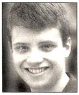
FAVORITE GENRES: Adventure, RPG, Puzzle
CURRENT FAVORITES: GT3, ATV
CAN'T WAIT FOR: Shadow of Destiny, Silent Hill 2, Dark Cloud



GARY STEINMAN

After a minor printer malfunction, Gary finally lost it. The staff grump turned to an innocent wall and pounded it as he shouted obscenities. His oh-so-supportive co-workers just stood by, laughing gleefully.

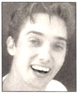
FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Goin' Quackers, Final Fantasy IX
CAN'T WAIT FOR: Klonoa 2, Z.O.E.



CHRIS BAKER

C-Bake (or is it "c.bake"?—find out next month) doesn't know why he's in "Meet the Critics" this issue, since he didn't have a single review game. But this month, that was certainly a good thing.

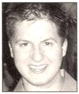
FAVORITE GENRES: Adventure, Action, RPG, Sports
CURRENT FAVORITES: Yeah, right
CAN'T WAIT FOR: Starfighter, Onimusha, Oni, Musha



TODD ZUNIGA

Todd is launching his literary Internet empire this month at OpiumMagazine.com, where literature meets humor meets an unfortunate lack of graphic elements. Read early, often, and revel in off-hand hilarity.

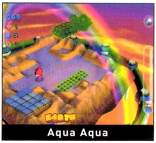
FAVORITE GENRES: Sports
CURRENT FAVORITES: THPS2, ATV Offroad Fury, Madden 2001
CAN'T WAIT FOR: ASB 2002, Fear Effect 2, NBA Street, SSX DVD



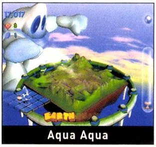
SAM KENNEDY

The Chicago-based *OPM* staff convinced Sam to brave the cold and visit for deadline once again, but all the cursing from Gary and the motorized skateboard accidents make him afraid to ever come back!

FAVORITE GENRES: Action, RPG
CURRENT FAVORITES: GT3, Klonoa 2, Mega Man X5
CAN'T WAIT FOR: Z.O.E., Final Fantasy X, Metal Slug X



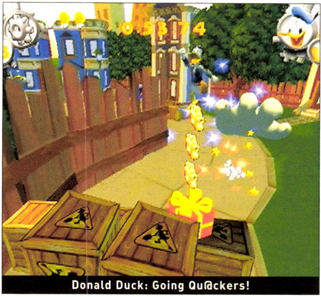
Aqua Aqua



Aqua Aqua

Lap 0:15.38
Best 0:53.87
Total 1:09.25
Lead 0:01.48
Lap 2/
Position 4t

ATV Offroad Fury



Donald Duck: Going Qu@ckers!

Aqua Aqua

Publisher 3DO
Developer Zed Two
Web Site www.3do.com

I know puzzle games are supposed to be simple. And I know the "story" mode, if there is one, tends to be secondary in importance to Vs. or infinite rack-up-a-high-score modes. But should it really take only a couple hours to beat the game?

Sadly, such is the case with Aqua Aqua, the sequel to Wetrix, which enjoyed a cult following on the N64. I sat down with the game for the first time around 2:45. It's now 5:20, and I've beaten the Story mode.

Now, that's not necessarily a terrible thing in itself. After all, Tetris doesn't even *have* a Story mode. The problem is that **I have absolutely no desire to continue playing**. And considering that puzzle games are supposed to be maddeningly addictive, that's a big problem.

The issues with Aqua Aqua are twofold: First, **the game's simply too complex**. Raise the ground, lower the ground, drop water, drop fireballs, drop bombs...you can't let the edges get too low or the water drains out, but you can't let the edges get too high or you'll be hit with an earthquake. It's silly.

And secondly, the slippery control and inability to precisely judge block positioning slow things down by forcing you to either drop blocks haphazardly or painstakingly map out each move. An unnecessary frustration. Even with the PS2's limited puzzle library, I'll pass.

Final Score ●●

Joe Rybicki

EVERYONE E
Players: 1-2
Memory Card: 59 KB

ATV Offroad Fury

Publisher Sony CEA
Developer Rainbow Studios
Web Site www.playstation.com

I haven't thought about four-wheelers since my brother terrorized my high school on his own ATV over seven years ago. Luckily, those charming scenes of a cast of angry, mud-splattered cops chasing him on foot have all come rushing back. Maybe my sentimentality is why I love Offroad Fury so much: a forlorn nostalgia from that flipbook of memory past. Or maybe it's that this is the most bad-ass, inspired game for PS2 since SSX.

There are plenty of elements that make this game a blast. Without doubt, **it feels perfect at the outset**. Hand it to someone who doesn't ever play games and watch his/her face change from disinterested to surprised to excited. The control is that good. When you're soaring through the air after taking a huge hill, it's completely up to you if you're going to land it or not. Try to take a turn too fast after a suspect landing, and risk/reward rears its ugly, you-should-know-better head.

The graphics perfectly support the gameplay. You can see miles and miles into the distance, beyond a maze of oak and elm trees, into cirrus-laden skies or pine-covered mountains. And **if you can see it, that means you can go to it**. Some maps are two square miles of goodness!

The different game modes bring even more to the table. You can shoot through Pro-Career mode to test your driving abilities against a crew of win-at-all-cost riders. But it's just not speed and steering that will win races. You'll soon learn that going full-throttle isn't always the best move, and taking the turn tightly might cost you the necessary speed to master the next jump. A learning curve is set for each track you ride. So nothing is easy.

The best are the Cross Country Enduro levels where you have to cruise through a certain number of checkpoints to claim victory. The cool part: How you get to the checkpoints is up to you. Oh, and there's the Freestyle Competition which feeds the need for tricks and style.

Overall, this is an awesome racing game with **great control and solid graphics**. Mostly, though, it's just a whole lot of fun. And if you've got a friend or three, everyone can race around the Grand Canyon. Buy it.

Final Score ●●●●

Todd Zuniga

EVERYONE E
Players: 1-4
Memory Card: 99 KB

ATV Offroad Fury

ATV Offroad Fury

Disney's Donald Duck: Goin' Qu@ckers!

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

The double-jump. An extra life after collecting 100 gears. Breakaway platforms. A quest to save the girl. Time-attack mode. Unlockable bonus levels. A forest, a city, a haunted manor, a fiery temple. A well-loved mascot.

Sure, we've seen it all before. And in this particular case, we've already seen it on the PS one. A hearty yawn, and time to move on...

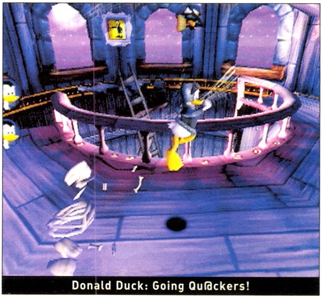
But wait! If you're a platformer fan—or if you're looking for a game that's just plain fun—then don't dismiss Goin' Quackers. Ubi Soft has topped its PS one effort, delivering **a solid, competent and enjoyable game**. What's more, the difficulty level has been balanced out, offering a modest challenge that should appeal to both kids and veteran gamers. The gameplay has been polished as well, with tighter collision detection and more responsive controls. Even better are the gorgeous graphics, featuring a superbly animated Donald Duck who shakes his tail feathers in the most adorable way whenever he's excited.

And yet **the game can be finished way too quickly**; I beat it in just two sessions (not including all the extra challenges, though). But at least I had a smile on my face the whole time I was playing—which is no small feat for a grump like me.

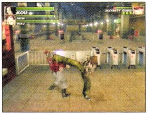
Final Score ●●●◐

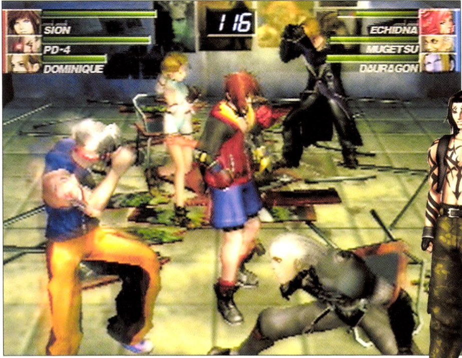
Gary Steinman

EVERYONE E
Players: 1
Memory Card: 105 KB



Donald Duck: Going Qu@ckers!





One Versus option allows two players to face off with two computer-controlled allies each for a full-scale six-way brawl.

The Bouncer

As in, an overdrawn check

Publisher Square EA
Developer Square/Dream Factory
Web Site www.squaresoft.com

I'd like to start off this review by detailing what happens after you die while fighting the final boss.

First, a Game Over screen. Then the game reboots to the opening cinema. You hit Start to quit out of that, which brings up the title screen. Hit Start again to bring up the main menu. Hit Down twice to select Load Game. Hit X to choose which memory card slot you're loading from. Hit X again to select your most recent save. Are you sure you want to load? Hit Left to select "Yes," and hit X. Wait a moment. "Load Complete," so hit X again for no apparent reason to confirm your confirmation of the load. Finally the actual game loads...at a cinema several minutes before the actual battle. So hit Start to bring up the in-game menu, hit Down to select "Skip," and press X. Then the game loads...the next cinema. Hit Start, Down, and X again. Now you see a loading screen, followed by...another cinema. Start, Down, X. Oh, look, another cinema. Start, Down, X. Now you get to select which character you want for the battle. Hit Right once or twice if necessary, and then X. Hey, whaddya know? Another cinema to signify your selection. Start, Down, X. And the battle begins.

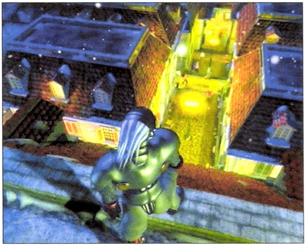
In case you're wondering, I didn't have to load up the game to relate that itinerary. No, it came from memory, since I had to go through this process roughly seven bajillion times. Why is that, you ask? Was the final encounter with a horde of vicious beasts? Nope. Was the final boss, then, a particular badass? Nah. Did I have to fight him alone, without the benefit of my two equally badass bouncer compatriots? Uh-uh. What, then?

Perhaps it had something to do with the fact that **my computer-controlled buddies were either weak-kneed cowards or complete morons**. I haven't decided which; all I know is that they didn't seem to want to fight much. I'd distract the enemy with a flashy assault, and they'd just stand there, I dunno, chatting about the weather? Comparing the size of their biceps? Planning world domination? I'm not sure, but whatever it was it sure didn't help me much.

Perhaps I'm painting an overly harsh picture of The Bouncer. I mean, the game is fairly interesting overall. It does include **some of the most shockingly beautiful graphics I've ever seen**. It does feature a fairly competent (if disappointingly shallow) fighting engine. And all those cinemas that I mentioned are certainly well-executed, and gorgeous, and diverting—the first time.

But the game itself seems, I dunno, misguided. Not unfinished, or unpolished, but poorly thought-out. Example: The first time through **I beat the game in about an hour and a half of game time** (and that's *with* all the cinemas). With all the reloading, call it three real-world hours, total. Now, that in itself is not a problem, since The Bouncer seems designed for replay: You'll need several playthroughs (say, four or five) to max out all three of your playable characters. And you do get rewards for doing so, these being new characters and arenas for use in the Survival and Versus modes.

But Square seems to have missed the point that in order for this to mean anything, these other modes have to be compelling in themselves. And the problem is that **the fighting engine simply isn't complex enough to warrant competitive play**. When with the simultaneous touch of two (or at most, three) buttons, you can unleash a devastating combo attack that's all but unblockable, two-player (and even three- or four-player) battle gets old fast.



And all those nifty touches we were told to expect, like the ability to damage the environments and pick up any object to use as a weapon, are sadly nonexistent.

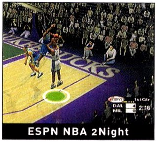
But as I mentioned earlier, I'm not trying to be overly harsh. The game has some high points, including some really fascinating characters, an interesting story, peerless graphics and animation, and solid voice acting (with the option to listen to the Japanese voices, with or without English subtitles, which is a really neat idea). Overall, it's reasonably fun and acceptably diverting. (And hooboy, did I mention those graphics?)

But there are some seriously damaging flaws, most of which—though I hate to say it—seem to be a result of concentrating too much on those amazing graphics. (Did no one notice, for example, that this game features the *worst* camera I have *ever* seen?) Given enough time, I honestly believe this game could have delivered on all its early promises. But as it is, it reminds me of eating one of those flavored puffed rice cakes: Tasty though it may be at first bite, it doesn't take long to realize that you're mostly eating air.

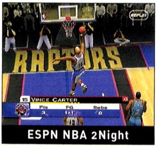
Final Score ●●●

Joe Rybicki

T TEEN
Players: 1-4
Memory Card: 62 KB



ESPN NBA 2Night



ESPN NBA 2Night

ESPN NBA 2Night

Publisher Konami
Developer Konami
Web Site www.konami.com

I know ESPN. When I'm flipping channels and a game is on, my sportsman's eye instantly knows Fox from CBS from NBC from ESPN the way botanists know the difference between oak leaves and poison ivy.

From the second I flipped on NBA 2Night I knew I was a witness to ESPN's style. Yet **the gameplay didn't come close to matching the professional presentation**. Usually, at this point, I make sweeping statements comparing a failed sports game to a dubious form of torture, but not this time. Maturity? Empathy? Yeah right. Instead, I've recognized that NBA 2Night is a precursor to something great.

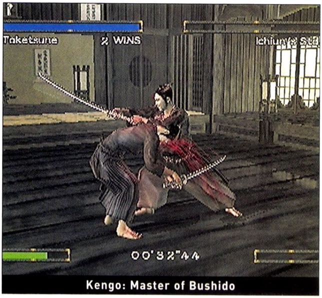
The gameplay has some real rough spots. The steal animation belongs in a football game. You'll literally tackle guys on many occasions when you're just trying to paw the ball loose. And the passing is quirky. They really loft the ball from player to player instead of making sharp, decisive passes. The shooting is too easy, but it makes you feel great every time you wrinkle the magnificently realistic net. **Once these kinks are worked out, expect this to steal thunder from those other NBA games**.

Know this: The presentation is grade-A. It'll make you feel like ESPN nabbed an NBA license. Still, as we all know, that's not enough. But like the Chicago Cubs: Wait 'til next year.

Final Score ●●

Todd Zuniga

EVERYONE E CONTENT RATED BY ESRB
Players: 1-8
Memory Card: 649 KB



Kengo: Master of Bushido

Kengo: Master of Bushido

Publisher Crave
Developer Lightweight
Web Site www.cravegames.com

Lit only by the pale moonlight, the forest surroundings have an immediate daunting effect on our samurai protagonist. A ghostly enemy samurai suddenly appears in the distance. The two lock in battle, sprinting left and right with extreme agility, dodging trees and brush. The mysterious foe dissolves into the night and reappears next to our hero. Swords clash again, this time spewing leaves and branches from a nearby bush into the air. Our hero makes a quick dive and manages to stab his foe directly in the stomach, quickly putting an end to him.

I choose this example from Kengo's CG intro to bring up a point about the game: **It feels very much like a broken promise**. While the CG movie might be filled with eerie psychological battles in ominous forests and on clifftops engulfed in color from the setting sun, the actual game's settings and battles are far less exciting. And as the heir to the Bushido Blade legacy (Lightweight created the first two Bushido Blade games for Square), there are certain elements that are expected of this latest Bushido title—elements that have made the series so unique and highly revered. Unfortunately, **the team has opted to neglect many of Bushido Blade's finest qualities** and has almost ruined what could have been an incredibly cool game. Because of this, Kengo deserves no mention as a successor to the Bushido Blade series. And it definitely feels like a broken promise.

Kengo: Master of Bushido

Kengo: Master of Bushido

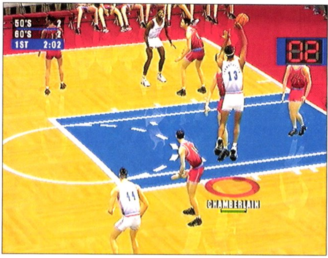
Now featuring power bars and no more one-hit kills, **long gone are the psychological battles that made the prior games so unique**. Also, gone are the expansive arenas in which you could once battle. Add to that a weak 3D camera system (it's too difficult to get hits to connect) and merely average graphics, and things seem even worse.

On the plus side, character animation is nice and there are times when the game does offer a genuinely cool samurai feel and some truly entertaining mini-games. Still, these aren't enough to keep it much above average. Had Lightweight stuck to its proven formula, though, Kengo could have been stellar.

Final Score ●●●

Sam Kennedy

TEEN T CONTENT RATED BY ESRB
Players: 1-2
Memory Card: 60 KB



NBA Live 2001

Next-gen graphics, last-gen gameplay

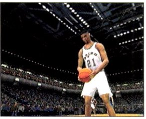
Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

I want a basketball game that makes me love basketball. That makes me ridiculously pound my chest, King Kong-style, and point in the face of my dejected, done-been-dunked-on opponent. EA's given it the old college try, the pro try, really, but it doesn't light me with the NBA excitement that I wish for at night, before sleep, while cuddling with my teddy.

The way the game looks is nice. It's glitzy, which will appeal to starstruck graphics whores and to the current stable of upstart athletes who care more about being pretty and penning lucrative endorsement deals than they do about working on their ability to throw ball through hoop. Gross overgeneralization, yes, but a perfect analogy for the fact that Live's PS2 installment is glamorous, but doesn't garner the spirit of crowd-thumping, buzzer-beating three-pointer excitement. Graphics should support the gameplay, but the gameplay is at fault here.

How? I'm glad you asked. First, you should know that the **rebounding is poorly implemented**. There aren't enough animations to support a well-positioned power forward reaching up *and* out to snag the board. There are a few of these animations, but they are sparse. Make me feel like the strong-armed tank-top wearing gentlemen who I control can do anything out there! Give me several animations per action. Pretty please.

Another issue is the shooting, along with the range of difficulty levels which I'll address simultaneously. **I can't consistently make shots, even with the Kobes and the Ray Allens of the NBA.** If I play on Starter difficulty too much goes in; if I play on All-Star difficulty then nothing drops. And the score on either level is a definitive reflection of my inability to shoot 80% like the



CPU seems happy to do. If there were a practice mode it would make all the missing easier to swallow, since I could look like a 15% shooting buffoon and not see my embarrassment reflected on the scoreboard. But no such luck in that department.

More shooting complaints: **Shots look like line drives**. I want some arc under my bricks. Otherwise I end up even more tense after a missed shot. Also, when you're finally arranging yourself to throw up the rock, it takes too long to release. If I want to shoot, I want to shoot *now*. Let me Pop-a-Shot the way I did at Showbiz Pizza.

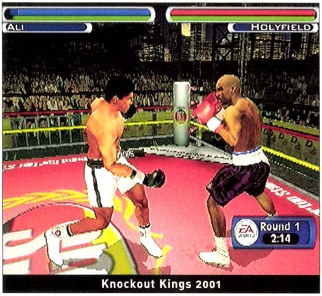
Moving on, I want some innovation. I need some to do all that chest pounding I was talking about earlier. It's nice that ballers high five after a missed or made free throw, but big deal. Let's start with that **abysmal free-throw meter**. That thing's been around longer than Metheuselah. Maybe EA should take a look at what other next-gen hoops games are doing to help add some drama to the charity stripe.

I'd feel comfortable if this were a bad game. But it's not. It's just not a *great* game for the PS2. And I wish it were. Are my hopes too high? Uh-uh.

Final Score ●●●

Todd Zuniga

Players: 1-8
Memory Card: 566 KB



Knockout Kings 2001

Knockout Kings 2001

Publisher EA Sports
Developer Black Ops
Web Site www.easports.com

There are three kinds of people in this world. Those who own Knockout Kings 2001 for PS one. Those who do not own Knockout Kings 2001 for PS one, but wish to own it. And those who want no part of that violent disgusting "sport" known as boxing. I'll address you all individually, and in no particular order.

First, for those who own KK2001: You already own this game. Sort of. The graphics are ramped-up, but for the most part, nothing has changed. It's boxing and **it's a great brand of boxing, but the same great brand**. Which should disappoint you. It disappoints me. I want *more*.

Secondly, for those who do not own KK2001 for PS one and would like to: Buy this game instead—if you have a PS2, of course. It's awesome. Men and women boxers go at it like threatened badgers. **The collision detection is tight**, and there's a great Career mode where you can build your boxer from zero to hero, to beat-up hero, to "I want to retire, let me retire!" has-been, to whatever you want. The training will keep you fresh and you can build the next Holyfield if you've got the time and the wherewithal.

Third, to those who hate boxing and blah, blah, blah: This game is fantastic. Fine, you don't like people getting hit. Fine, you don't like the violence. But this boxing business is a lot more Keats and Wordsworth than you're giving it credit for. I'm one of the converted. And a good game is a good game, even with punching.

Moving on to all the other people who somehow fall through the cracks and exist in other "schools." What we've got here is a bona-fide first-generation PS2 game. It looks nice, a huge obvious leap from its predecessor, but **it's basically a port of the PS one game**. There's some really nice face/body mapping technology instituted that makes chest and facial hair look superb, but big whoop. I want to see a noticeable difference between the two games. Give me innovation! Like what? I don't know. It's my job to enjoy the games, not think of how they should be improved. I just feel like we're being cheated when, in spite of the fact that we've got this shiny new system, all that's happening with Knockout Kings is that this version *looks* better. It should play better, too.

Final Score ●●●●

Todd Zuniga

Players: 1-2
Memory Card: 52 KB

Knockout Kings 2001

Knockout Kings 2001

WDL: Thunder Tanks

WDL: Thunder Tanks

World Destruction League: Thunder Tanks

Publisher 3DO
Developer 3DO
Web Site www.3do.com

There's something about using a flamethrowing tank to demolish a cast of motorized drones that really sets my blood aflame. I'm not kidding. Even with my serious sports background, I've always had a soft spot for BattleTanx, and the PS2 version, now under a different title, is **deep, fun and a riot for Multi-tap owners** and a group of friends.

The new title is part of a new step into an immersive world of tanks going at one another like two lobsters. Which is to say, it's pro wrestling attitude with war-style combatants. The two commentators (a saucy blonde and a muscle-bound egotist) serve up some between-match comedy while you're pushing through the tournament mode. It's a nice touch to make you feel like you're part of something bigger.

On screen **the framerate never loses a step**. There are missiles soaring, grenades popping and tanks flopping, but it all happens without one stutter. Sometimes, though, there's simply too much commotion to get a strict handle on your objective, the status of the mission, and which tanks you're supposed to put a hole through and which ones you shouldn't.

Over all, WDL is a fun game with solid characters, lots of style and good energy. Rent this one, but don't be surprised if you end up buying it.

Final Score ●●●

Todd Zuniga

Players: 1-4
Memory Card: 66 KB

But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*

READER REVIEWS

"Dino Crisis 2 is a pleasant surprise. It's not Resident Evil or Dino Crisis 1; instead it's a whole new game in its own right. I have already played through six times and still look forward to more dino hunts."
Jennifer Newell
grams6@yahoo.com

"Dear or Alive 2 isn't as good as you say. The graphics are just plain ugly! And new costumes and a replay mode aren't worthy upgrades. Four-plus discs, my ass! Maybe three on a good day."
Doug Broadbent
doug.broadbent@alpinesc.com

"Speed Punks isn't 'almost as good' as Crash Team Racing...it's better! It's more challenging, and the weapons are better."
ripy2k@hotmail.com

"TimeSplitters has to be the best thing since sliced bread. In my opinion this game can be summed up in two words: *FRIGGIN' AWESOME.*"
Noah Cabitto
spider2526@msn.com

"I thought your Tony Hawk 2 review was too generous. I've only been gaming for a year and a half or so, but my pals agree that this game is insanely difficult."
Pat O'Sullivan
themadboarder@home.com

"Parasite Eve 2 deserves about a 2 out of 5. The control is terrible, it's not scary or entertaining, and combat is cheap, frustrating and monotonous. A rental was more than enough for me."
John Boreyko
jboreyko@intrex.net

FINAL STAGE
PERFECT!!
PERFECT!!
6 COMBO
36 COMBO
STANDARD
NORMAL
STANDARD
VERSUS
554941
714991

Dance Dance Revolution

Arthur! Ready to Race

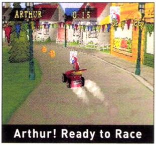
Publisher The Learning Company
Developer Runecraft
Web Site www.mattelinteractive.com

Once again, we see a game aimed at kids that can't quite find a good middle ground of difficulty. The game itself will only interest very young fans of the show, but this same age group will likely have too much difficulty negotiating the main focus of the game, the downhill soapbox-derby-style "race." Older kids may have an easier time with the control, but will be turned off by the **mind-numbing gameplay**; this isn't even a race, just a time trial! The graphics may be nice, but that's about it.

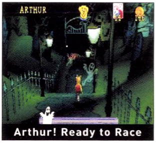
Final Score ●

Joe Rybicki

EVERYONE E
Players: 1-4
Memory Card: 1 block



Arthur! Ready to Race



Arthur! Ready to Race

Dance Dance Revolution

Publisher Konami
Developer KCET
Web Site www.konami.com

You may feel a bit silly playing DDR. Having gone through Chris Baker's rigorous DDR Boot Camp [see page 42 for full details], I can tell you guys that you're going to have to check your macho aspirations at the door. But if that's OK with you, you're in for **an unusual, enjoyable and exhausting experience**.

The premise is simple: Step on the appropriate squares on the dance pad [yeah, you'll need that—the game's all but pointless with just a controller; luckily Konami's planning a package deal for $60] at the appropriate moments in time with energetic dance tunes. And the first few songs *are* simple; you may find yourself wondering how it's possible to work up a sweat with this stuff. Just stick with it, smart guy—pretty soon you'll be leaping in circles and swearing, trying your damnedest to keep up. It's certainly **a feasible component of an aerobic workout**.

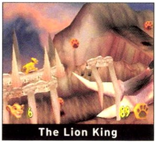
In fact, it's hard to criticize such a unique game. I guess my biggest problem is that some of the songs are pretty, well, lame. Why couldn't Konami have thrown in some of the more rockin' tracks from Guitar Freaks or DrumMania? They would have fleshed out the somewhat limited selection. But the loads of extras—not to mention the well-done Workout Mode—make up for the musical issues. It's good fun for anyone looking for a change of pace.

Final Score ●●●●

Joe Rybicki

EVERYONE E
Players: 1-2
Memory Card: 1 blocks

The Lion King



The Lion King

The Lion King: Simba's Mighty Adventure

Publisher Activision
Developer Paradox
Web Site www.activision.com

One of my favorite moments ever in a Disney animated film was the scene in the *The Lion King* when Jeremy Irons actually sang a song. It was wonderfully bizarre, surreal almost, to hear Irons' raspy, smoke-scarred voice carrying a melody as his evil character cavorted on-screen. For me, it was the high point of an altogether excellent film.

So what's this got to do with Simba's Mighty Adventure? Nothing, actually. I just needed to fill space here because I can sum up this game in one word: crap.

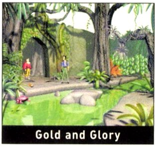
Let's start with the license. As far as I can tell, there's no reason for this game to be released right now, as both *The Lion King* and its sequel are old news. And then there's the game itself. Whatever life was left in this license has been squeezed out by this **derivative, poorly made platformer**. The sorest problem? The sluggish, unresponsive control makes this one a real chore, especially considering it's a kid game. Moreover, Simba is **short to a fault,** with only a handful of levels that can be slogged through in a few hours.

About the only redeeming point in this game are the cutscenes taken from the film. They reminded me of what a treat the *The Lion King* is. At the same time, though, they only further reinforced what an utter waste this game is.

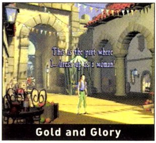
Final Score ●◖

Gary Steinman

EVERYONE E
Players: 1
Memory Card: 1 block



Gold and Glory



Gold and Glory

Gold and Glory: The Road to El Dorado

Publisher Ubi Soft
Developer Revolution
Web Site www.ubisoft.com

El Dorado certainly starts off slowly enough. Early on, this PC-style graphic adventure subjects you to **long, boring story sequences, frequent load times, simple yet tedious puzzles, and dull writing** that's barely rescued by the excellent voice-acting. And if that's not enough to sway you away from El Dorado, consider this: It gets slower, duller and more tedious as it goes on. Stick with it, though, and in the very final level, in an O'Henry-like twist, the game finally finds its footing, with a decent sequence that just barely hints at the, ah, mediocre experience this could have been.

It's too bad, because I was mildly intrigued by El Dorado. There are so few graphic adventures on the PlayStation, and this one was developed by Revolution, who also created the excellent Broken Sword games, almost singlehandedly proving this genre can exist on a console. But **none of the challenge, humor and solid writing of that series appears here**. I mean, when a game stoops to using trite one-liners like "Don't quit your day job!", you just gotta wonder if anyone really cared about this title.

I feel like a broken record here, but like I've said several times in recent months, if you're interested in the film, save your cash and pick up the DVD release instead.

Final Score ●●

Gary Steinman

EVERYONE E
Players: 1
Memory Card: 1 block

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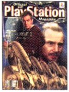
☐ 
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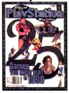
☐ 
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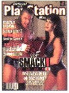
☐ 
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